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AUCTION
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ON
AUCTION BRIDGE

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BOOKS BY J. B. ELWELL

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PREFACE

IN writing this book the author has taken it for granted that the reader has had some previous Bridge experience. Auction is not for the player who lacks a knowledge of the parent game. It is, of course, similar, but to it is added the bidding privilege. The essential equipment for Auction is the ability to estimate the value of a hand with approximate exactitude. Without this faculty the player is more or less gambling on the good looks of his cards. The author has endeavoured to simplify and illustrate these computations in the chapters on "Estimating the Values of Hands."

After thoroughly studying and testing the methods prevalent both here and abroad, the writer believes that the theories advanced in this book are sound and practical. He trusts he has made them clear to his reader.

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AUCTION BRIDGE

INTRODUCTION

AUCTION BRIDGE is an offspring of Bridge, a game which has been in universal favour for the last fifteen or more years. Auction owes its origin to the Russian game of Vingt, a bidding game played along Whist lines.

Auction Bridge is but a few years old; some of the members of the Bath Club of London lay claim to its birth, while it has been elsewhere stated that its origin was in the East. The fact, however, remains that its popularity started in England, and has increased by leaps and bounds until to-day, in the London clubs, it is played almost to the exclusion of Bridge. In this country it is having a similar success. Wherever Auction is introduced, it kills the older game much in the same fashion that Bridge killed Whist.

It has been claimed, by some of the unbelieving, that Auction is not so scientific as Bridge; but then the same argument was advanced when Bridge superseded Whist; and in neither case has the newer game suffered in popularity.

It must be acknowledged that the bid at Auction does, in some sense, simplify the play. It

locates high cards and suit strength; but it often conveys no further information than does a Bridge declaration. A no-trump call at Auction is very apt to quell any further bidding.

Clever play at Auction, however, counts for much more than it ever did at Bridge. The loss resulting from bad play and the gain from good play are so much greater at Auction than at Bridge. Surely, when a high Auction contract has been doubled, large issues depend upon the declarant's manipulation of the cards; besides which the preliminary outline of play directed toward two goals, contract and game, requires more skilful judgment; and clever play to gain extra tricks is equally potent at Bridge and at Auction after the contract has been fulfilled and the game won.

Sound judgment and common-sense, even without Bridge play of the highest order, is the equipment of an adversary more formidable than the one who has the faculty of playing his cards perfectly and lacks judgment in the bidding element; and it is a self-evident fact that the man with sound business sense, who plays his cards in a rational manner and whose only errors are of the technical sort, has a greater chance at Auction than at Bridge—he is not so buffeted about by the waves of ill-luck.

All Bridge players have experienced the hardship and injustice of having good hands at the wrong time; strong hands on the adversary's

deal, and worthless cards on their own. It has always seemed arbitrary and illogical that the dealing side at Bridge should have all the say; that so many good hands should be wasted. This does not occur at Auction. A good hand is never cast aside; it may be defeated by a better one; but each and every player at the table has a chance to exercise his skill and judgment to attain the highest score possible with each hand dealt him; and, in this effort, he may choose his course, and elect either to try for game or to punish an indiscrete adversary who has obviously over-bid.

Again, by clever strategy and ruse, a player may force the opponent to an unattainable contract; or, perhaps, by a small sacrifice, save game—features which are entirely absent from the staid, humdrum existence of Bridge—and yet it is said that Auction requires less skill than Bridge, and that Bridge is more scientific.

Another argument advanced against Auction is that the rubber takes longer to play. This was true when the game was first played, on the theory, then prevalent, that it was better to conceal than to show strength. Now this idea has been entirely abandoned and strength is promptly declared. The more experienced the player the less he over-bids and doubles. Moreover, the strong hand always has the say; so that the average Auction rubber is now played quite as rapidly as the average Bridge rubber.

When all has been said, the facts remain that Auction daily gathers to itself fresh recruits, that its early adherents become more and more devoted, and that it is a vastly more amusing and absorbing game than is its predecessor, Bridge.

A DESCRIPTION OF THE GAME

CUTTING AND DEALING

Auction Bridge is played by four persons.

The cutting and dealing are identical with Bridge.

In cutting the ace is low; and, as between cards of otherwise equal value, the lowest is the heart, next the diamond, then the club, and the highest the spade.

In cutting for partners, the two players cutting the highest cards play against those cutting the lowest. The player who cuts the lowest card of all is the dealer.

THE OPENING BID

The salient feature of divergence from Bridge is the declaration. The dealer cannot pass the make. He must make the opening bid by declaring at least one trick at a specific trump-make, or at no-trump.

THE ORDER OF BIDDING

This starts the bidding, and gives to the player at the left of the dealer, and then to each con-

secutively, according to his position at the table, the right to pass, to double or re-double or to change the previous declaration by over-bidding it.

BIDDING

Each player bids for the privilege of playing the dummy; that is, with his partner's cards exposed. This advantage, therefore, is not included in the deal as at Bridge.

The sole right to win the game rests with the side that makes the highest bid; but, to win game, the declarant must first live up to his contract. Should he fail to make the number of tricks contracted for, neither side can score toward game; the penalty for such failure is scored by the adversaries in the honour column.

A player may over-bid the previous declaration even if it be his partner's bid; but he cannot change the declaration after three players in succession have passed. The bid then becomes final, and is the one at which the hand must be played.

The act of doubling, or of re-doubling, re-opens the bidding and permits any player, including the declarant or his partner, in proper turn, to make a further declaration of higher value.

When the final declaration has been made, the duty of playing the dummy rests with the

player who has made the highest bid, and, as between partners, with the one who first named the particular declaration.

THE BIDDING VALUE OF THE TRICKS

The trick values and the honour count are the same as at Bridge. "One no-trump" is naturally a higher declaration than "one heart"; but, provided their values are the same, a two-trick bid over-calls a one-trick bid; thus "two diamonds" is a higher declaration than "one no-trump," and "three clubs" takes precedence over "two diamonds."

A double does not affect the bidding value of the tricks. "Two clubs" would still hold the bid over a doubled heart; and "two diamonds" would take the bid away from a doubled "one no-trump."

THE PENALTY FOR AN UNFULFILLED CONTRACT

When a player fails to make the number of tricks which he or his partner has agreed to take, neither side can score toward game; but the adversaries score 50 points in the honour column for each lacking trick; or, if the declaration were doubled, 100 points for each under-trick. Honours and penalties are a separate score and do not count toward the game.

THE RUBBER

The rubber is the best of three games.

If the first two games decide the rubber, the third is not played.

The bonus for winning a rubber is 250 points, instead of the 100 points scored at ordinary Bridge. It is by no means an uncommon occurrence at Auction Bridge for the winners of the rubber to lose in points, owing to penalty scores which have accrued against them.

CONVERSATION OF THE GAME

In making a declaration, the player should specify both the suit and the number of tricks which he wishes to bid for the privilege of playing the dummy hand. That is, instead of saying, "no-trump," he should bid "one no-trump"; and, instead of "hearts," "one," "two" or "three" hearts as the case may be.

If a player has decided not to over-bid or double, he should avoid the expression "pass," since the word is frequently mistaken for "hearts"; for this reason it is preferable to say "No," "No more" or "I pass."

Doubling also is simplified by specifying the suit and number of tricks in question; as, "I double two diamonds," rather than merely, "I double."

Should a player, in bidding, fail to declare a sufficient number of tricks to over-bid the previous declaration, he shall be considered to have declared the requisite number; unless an adversary has condoned the offence by a higher declaration, pass, or double.

When an insufficient declaration has been made, the partner of the player in error is debarred from making any further declaration, unless one of the adversaries has subsequently made a higher bid or doubled.

After the final declaration has been made no player has the right to give his partner any information as to the previous bids; but each player is entitled to inquire the final declaration at any time during the play of the hand.

SCORING

The trick and honour counts at Auction are the same as at Bridge; but game points can be scored only by the successful bidder; and then solely in the event of his having fulfilled his contract; although, having done so, he is privileged to score all additional tricks made. When the contract is incomplete neither side can score a trick toward game.

When a player fails in his obligation, the adversaries score 50 points in the honour column for each lacking trick; and, in the event of a double, 100 points for each under-trick. The

penalty for not fulfilling the contract remains the same, no matter what the declaration, except at a "one-spade" bid.

When a player fails to fulfil his contract the number of tricks made deducted from the number contracted for is the number lost. When he has bid for eight tricks and wins but five he has lost three tricks.

When a player fulfils a contract which has been doubled, he not only scores the tricks made at twice their original value, but he is also given a bonus of 50 points in the honour column for so doing; and, in case he secures more tricks than his contract called for, he is entitled to 50 additional points for each extra trick made. When the make has been re-doubled these amounts are increased to 100 points.

G A M E

A game consists of 30 points obtained by tricks alone. At the conclusion of a rubber, the trick and honour scores of each side are added; the winners of the rubber are credited with 250 points; and the difference between the completed scores is the point value of the rubber.

H O N O U R S

Honours are credited to the original holders and are scored in the same manner as at Bridge.

The same is true of "Slam," "Little Slam," and "Chicane." The value of honours is not affected by doubling or re-doubling.

REVOKE

When the declarant revokes, he is not allowed to score a single point toward game; moreover, the adversaries score 150 points in the honour column. This, of course, in addition to any penalty which the declarant may have incurred for not having secured his contract.

Should either of the adversaries revoke, the declarant has the option of taking three tricks from the opponents to add to his own trick score, or of annexing 150 points to his honour score. The revoke penalty may be utilized to make good a contract, but does not entitle the declarant to score a bonus when the bid has been doubled or re-doubled.

When more than one revoke has been made during the play of a hand, the loss for each revoke after the first is 100 points scored in the honour column.

THE SAFETY BID OF "ONE SPADE"

While the penalty of 50 points for each lacking trick remains the same whether the declaration be spades or no-trumps, this rule does not apply to the "one-spade" bid, for at this declara-

tion, whether doubled or not, the declarant's loss is limited to 100 points, without regard to the number of tricks which may be made against him.

DOUBLING AND RE-DOUBLING

A double in Auction Bridge is a contract to defeat the adversary's declaration; the object being to score a 100-point, instead of a 50-point, bonus for each under-trick. In the case of a re-double, the doubling side scores 200 points for each lacking trick.

A player may double a declaration made by an adversary, but he cannot double his partner's bid.

A player may re-double a declaration made by his partner and doubled by an adversary.

Should a player double out of turn, the adversary at his left may demand a new deal.

THE PENALTY FOR AN UNSUCCESSFUL DOUBLE

When a player, whose declaration has been doubled, fulfils his contract he scores, toward the game, the doubled value of the tricks and 50 points in the honour column for fulfilling the contract; as well as 50 points for each additional trick made. In the case of a re-double, this score is increased to 100 points for the contract and 100 for each over-trick.

GENERAL PRINCIPLES

The object of the bid at Auction is to obtain the most valuable declarations offered by the combined hands. The safest and surest method of obtaining this result is to convey, to the partner, accurate information as to the character of the hand as quickly as possible, remembering that Auction is essentially a game of aces and kings and that a bid should indicate high-card strength rather than numerical length.

A red declaration should show a willingness to play the hand at the specified make. A black declaration should indicate high-card black strength and no-trump assistance.

When Auction was first played, the opening bid was "one spade," no matter how good the hand, on the theory that it is less harmful to deceive the partner than to show strength to the adversaries; the object, of course, being to ambush an unsuspecting opponent.

Experience has proven, however, that the player who passes to hear the other bids, before making an attacking declaration, finds himself left in to play an inexpensive call; or else, while he is waiting for the adversaries to do something foolish, they win the game.

It has, therefore, become a firmly established Auction principle that if a player is able to make a valuable declaration he should do so at once; both to convey information and to make it more difficult for the adversaries to show their strength. This applies particularly to the "no-trump" call.

With a poor hand, a player should keep as quiet as the proverbial mouse; proper punishment is usually meted out to one who boasts of power which he does not possess.

With a good hand, the first goal should be to win the game; but the player cannot afford to overlook a chance to secure a heavy over-line score. All unusually large rubbers owe their magnitude to defeated contracts.

Therefore, a good hand may be put to either of two uses: one, to win the game; the other to defeat an adversary who has obviously bid for more tricks than he can possibly make.

Is it better to defeat the adverse declaration or to win game? Briefly, it is more important to win the game. In this connection, however, there are several considerations which should guide the player's decision, and these are fully explained in the chapter on doubling.

The real turning point of the bid depends on whether or not the game is in danger.

When the game is safe, that is, when there is no chance that the opponents can win it at their declaration, it is decidedly unsound to

make a doubtful declaration simply to over-call an adverse bid. Allow the bid to stand; the adversary can do no appreciable harm, and he may fail to fulfil his contract.

But when the game is at stake, that is, when they are likely to win it with their bid, then a player may take some risk; and, by the use of strategy and finesse, try to not allow the opponents to obtain the declaration too cheaply. Rather bid them up to a breaking point, where their contract is in danger.

This is a desperate situation demanding desperate measures; and one which the player should not hesitate to meet with a sacrifice of a limited number of points. In this connection, however, he must not go too far. A surrender of 100 points, in other words, an overbid of one trick to save game, is justifiable and sound.

If the rubber is at stake, assuming that the difference between winning and losing a rubber is 500 points, it is safe to lose 200 points to save it. Should this result in ultimately winning the rubber, there is a gain of 300 points.

My experience, however, is that the "flag-flying" partner is usually to be avoided; and the expedient of losing points to save game or rubber is suggested only to players of exceptional skill. Unless a player is quite capable of judging the amount he is likely to lose, he will find this an expensive recourse.

Summed up the general principles are as follows:

First.—That the object of the bid is to give the partner early and accurate information.

Second.—That the no-trump declaration is a player's best opening bid if he holds the nucleus of such a hand.

Third.—That a bid of a red suit should indicate a willingness to play the hand with the specified red trump.

Fourth.—That the bid of a black suit indicates strength in that particular suit as well as no-trump assistance.

Fifth.—That with a poor hand a player should seek refuge in the safety bid of "one spade."

Sixth.—That the game is the goal which each and every player should strive to reach; but that an over-line score of 200 points is a fair compensation for not winning game.

Seventh.—That 300 points above the line, gained by defeating the adversary's declaration, is a fair return for not grasping an immediate and certain rubber.

Eighth.—That when the game is in no danger and there is no chance of winning it, a hand should be under-bid rather than over-bid.

Ninth.—That when the game is in danger, a hand should be over-bid rather than under-bid.

Tenth.—That this method may prove costly unless used within reasonable limits.

Eleventh.—That clever conversation based upon a correct valuation of the hand is just as important as clever play; but a combination of the two spells a certain and sure success.

THE OPENING DECLARATION BY THE DEALER

The object of the bid at Auction is to attain the best paying declaration of which the two hands admit.

The bid, therefore, is quite different from the declaration at Bridge. A declaration at Bridge is final; but at Auction it is often merely a suggestion, an effort to indicate strength in a particular suit.

There are but three declarations at which the game is likely to be won, viz.: No-trumps, hearts, and diamonds. The first two, of course, offer the best opportunities. The diamond, as a game winner, is usually reserved for a more or less advanced score.

The black suits are very rarely played, and then only by consent of the adversaries when they realise that such declarations offer no chances for game, and are apt to be defeated. A black bid, which might win game, is invariably over-called. The black bid, therefore, merely indicates black strength.

The foundation of the game is the no-trump call. If the dealer is not sufficiently strong to declare no-trump, he tries to convey such in-

formation as to the strength he holds as may enable his partner to make that bid.

The following considerations should influence the dealer's announcement:

First.—Has he the requisite strength for a no-trump declaration?

Second.—Is his red suit sufficiently strong, and the side strength adequate, to win game with ordinary assistance at a red declaration?

Third.—Is he sufficiently strong in one of the black suits to justify a bid indicative of no-trump assistance?

Fourth.—Is the long suit worth showing, in order to direct the partner's lead, in case the opponent bids no-trump?

To repeat, the objective point of the bid is the no-trump call; for the reason that it may win more and cannot lose more than any other. As in Bridge, the no-trump declaration makes the longest strides toward game. In Auction, the "one without" call has piled up advantages.

First.—It offers the best chances for game.

Second.—It shuts out the adversary's "one no-trump" bid; and, against equal strength, the declarant's greater facility in combining the two hands gives him a decided advantage.

Third.—It forces on the opponents a “two,” instead of a “one” red suit call; which suggests probable weakness to the partner, and thus influences his “say.”

Fourth.—It makes it difficult for the opponent to indicate black strength.

Fifth.—It is rarely doubled; since the call is either difficult to defeat or the double, by re-opening the bidding, offers an outlet of escape.

Sixth.—Above all, if the contract is broken, the loss is no greater than it would have been at an equally unsuccessful club make. The penalty being 50 points above the line for each lacking trick at whatsoever declaration. It may win more and cannot lose more.

It is thus apparent that, with ordinary strength, the “one no-trump” is the most advantageous bid. It is by long odds the dealer’s best attack.

THE DEALER’S NO-TRUMP BID

It should not be assumed that, merely because the no-trump call offers so many advantages, a player should make the bid without the nucleus of a no-trump declaration.

Any hand which would admit of a sound no-trump declaration at Bridge offers an equally sound no-trump call at Auction. Such a hand

is presumably protected in three suits and worth at least three tricks.

The advisability of a light no-trump declaration at Auction depends largely upon the strength or lack of strength in the black suits. This is a most important point; since defeated no-trumpers almost invariably owe their doom to a black suit lead.

It is rarely ever dangerous to declare no-trump lacking red strength for the following reasons:

First.—With decided red strength, the adversary will over-bid the no-trump declaration; thus displaying the danger signal.

Second.—Should the adversary bid the red suit in which the dealer is weak, the partner's bid of "two no-trumps," or his pass, will show protection or lack of protection in that suit.

Third.—With a great red suit, particularly hearts, the partner will over-bid a "one no-trump" declaration; relying on the dealer's declared strength to win game.

Fourth.—With weakness in a red suit, it is to be presumed that if neither adversary bids red, the strength in that suit is more or less divided; and that, in all likelihood, the partner holds protection in it.

Aces are of course useful, but they are not essential to the no-trump bid. While the hon-

ours in Auction are scored in the same manner as in Bridge, their value is not in the same proportion because of the added worth of the rubber.

The dealer should declare no-trump:

First.—On all sound Bridge no-trumpers.

Second.—On hands protected in all the suits with or without aces.

Third.—On hands above average strength, provided both black suits are protected and the hand worth at least three tricks.

Fourth.—But no-trump should not be declared with a light hand when weak in the black suits.

With great strength in both of the black suits, no-trump may be declared without protection in either of the red suits; although it is safer to give the no-trump invitation by a strong black bid.

The following hands are given as examples of the dealer's "one no-trump" bid.

1

♥ 7 4
 ♣ K Q 8 6
 ♦ Q 10 3
 ♠ A K 7 5

2

♥ J 10 7 5
 ♣ Q 10 6 4
 ♦ K 9
 ♠ A 10 5

3

♥ K 8 7
 ♣ Q 10 9 6
 ♦ K 5
 ♠ K J 8 6

4

♥ A 5 2
 ♣ A 6 3
 ♦ 8 6 4
 ♠ K Q 10 5

5

♥ 7 2
 ♣ A J 9 6
 ♦ A 3 2
 ♠ A 10 7 5

6

♥ 3
 ♣ A 10 5
 ♦ Q 10 7 6 3
 ♠ A J 7 4

7

♥ K 7 5
 ♣ K Q
 ♦ 4 3
 ♠ A K Q 7 6 4

8

♥ Q 5
 ♣ A K Q x x
 ♦ J 10
 ♠ A K 10 5

9

♥ A Q 8 6
 ♣ ———
 ♦ K Q 9 7
 ♠ A Q 10 7 4

10

♥ 6 4
 ♣ K Q 7 5
 ♦ Q 10 5
 ♠ K Q J 6

11

♥ 6
 ♣ K Q 10 5
 ♦ A K 10 7 5
 ♠ K J 10

12

♥ 4 2
 ♣ A J 5 3
 ♦ Q 8 7 6
 ♠ K 10 9

THE DEALER'S SUIT BIDS

As a general rule, any declaration which is sound at Bridge is equally sound at Auction; with the difference that in the latter game numerical strength has a greatly reduced value and high-card strength has a vastly increased value.

When a player is unable to start with a no-trump bid, a suit declaration, other than a safety bid of "one spade," should be prompted by three motives:

First.—To indicate strength as well as length by a red bid.

Second.—To indicate strength in the suit and no-trump assistance by a black bid.

Third.—To suggest the partner's lead in case the adversary bids no-trump.

All red declarations should show length and strength; and the bid should imply some willingness to play the hand with the specified red trump.

Any show of high-card red strength, without length, is apt to prove expensive, for the following reasons:

First.—The partner is apt to over-support the make, and over-bidding is costly.

Second.—The dealer is frequently left in to play a red bid without trump length.

Third.—If the high holding in a short red suit is concealed, an opponent may be tempted to bid that suit.

Fourth.—While, at times, the bid may advantageously direct a lead, it may, on the other hand, clear the opponent's suit.

Fifth.—A red bid from high-card strength without length is of small informatory value to the partner; since, if his hand is otherwise sufficiently strong, he will bid no-trump when weak in the red suit.

All black declarations—other than “one spade”—should indicate strength in the suit bid. Length is valuable but not essential.

It is more important to show black strength than short red strength; since the partner will bid no-trump lacking red strength, while he may hesitate to do so with an unprotected black suit.

A great fault of the Auction Bridge novice is the tendency to indicate a long weak suit. He doesn't appreciate the value of high-card strength; he does not realise that the bid is deceptive in that it leads the partner to form an over-estimated valuation of the combined hands; that it induces him to play for supposititious strength when the adversary's bid is no-trumps; and that it suggests a lead which, in all proba-

bility, the adversary wishes and expects. Moreover that it encourages the partner to double with many a consequent loss of the game, to say nothing of the heavy fines above and below the line.

There are two rules that should be rigorously followed:

First.—Never bid a red trump with a hand worth fewer than four tricks.

Second.—Never bid a black suit from length without strength.

With a poor hand the dealer should endeavour to discourage a forward bid on the part of his partner; in fact, if he holds no strength worth mentioning, he should never hesitate to seek refuge in the safety bid of “one spade,” with or without spade strength.

It has become an established custom to show some strength by a “one” trick bid, and great strength by a bid of “two.” The system in itself is sound enough, but its danger lies in the fact that players use it to give greater encouragement than the strength of their hands warrants. They will bid “two spades” with a “one-spade” hand, or “two clubs” when the hand justifies a bid of but “one” trick.

Others go to the opposite extreme and bid “two” in a black suit to invite a no-trump declaration on the part of the partner, when they themselves hold the no-trump hand. Too fre-

quently they are given another opportunity to bid through the mistake of an adversary over-anxious to say something; but even so, the advantage of the early no-trump call is lost in that each adversary has been allowed to show the other his strength.

The "two-trick" black bid should indicate strength in the specified black suit, and an average hand; either the established black suit or its equivalent in side strength.

An average hand is one which contains an ace, king, queen, jack, and ten.

HEARTS VS. NO-TRUMP

The soundness of the old Bridge rule that "a safe heart is better than a doubtful no-trump," is even more clearly proven at Auction.

At hearts, but one more trick is required to win the game, and there is slight danger that a suit will be brought in against the make, as so frequently happens at no-trump.

Moreover, when the partner is weak in the heart suit, he can more easily discourage the play of the hand at the initial heart declaration by an over-bid of clubs, diamonds or no-trump. Being thus amenable to warning, the heart bid offers the dealer a better chance to reach the best declaration of which the two hands are capable than does the more valuable no-trump call.

In fact, with great strength in that suit, the heart should almost invariably be preferred to the no-trump bid.

THE "ONE-HEART" BID

Next to the original bid of "one no-trump," the "one-heart" call naturally offers the best chance for game; but, unlike the bids of less value, it discourages rather than invites the partner's no-trump bid.

With reasonable heart strength, and either some high-card strength in other suits or a long side suit, there is always a fair chance to win the game at a heart declaration.

As a rule, however, hearts should not be declared with a hand worth fewer than five tricks; although the border line may be drawn at four.

While four tricks is the minimum number required for the heart declaration, such a bid is not lacking in danger. The partner may justly assume more strength and increase the bid to "two," or even "three," tricks. Such a bid encourages the partner to increase the contract, and this causes the many severe losses which are made at Auction.

It is always dangerous to declare hearts with five, or even six, including but one honour and lacking side strength. With five hearts and two honours, hearts may be declared with or without outside support; but these honours

should consist of ace-king, king-queen, or ace-queen. With less valuable honours, the bid should be backed by suit strength.

A bid of seven tricks with a four-trick hand, is certainly a risk; but it has some compensating advantages:

First.—When the partner has a trickless hand and the contract is defeated, the adversaries would have won the game had they not allowed the bid to stand.

Second.—When the adversaries are weak in the suit declared, the bid often prevents an adverse no-trump declaration.

Third.—It may be the means of saving the game by directing the partner's lead on the adversary's no-trump declaration.

With five hearts headed by jack or queen, the hand should contain at least two outside kings or aces.

A player may bid "one spade" with fair red strength, and, after hearing the other bids, make a justifiable and winning red declaration.

In Auction, the games are not won by easy stages. The purpose of the bid is not so much to win an odd trick as to reach a declaration at which the game may be won. A heart bid should therefore show a willingness to play the hand with the designated trump, and some reasonable hope to at least fulfil the contract.

RULES FOR THE "ONE-HEART" BID

First.—Bid hearts with length and strength in the heart suit, and a hand worth not less than four tricks.

Second.—Hearts should not be declared with fewer than four. The declaration implies a willingness to play the hand with a heart trump.

Third.—Hearts may be declared with length alone, when the hand contains high-card suit strength or length in a side suit.

Fourth.—The heart declaration, unlike any other suit make, discourages rather than encourages the partner's no-trump bid.

The following hands are given as examples of the dealer's "one-heart" bid.

1

♥ A K Q 8 7
 ♣ 4
 ♦ A 5
 ♠ A K J 9

2

♥ J 10 6 5 4 2
 ♣ 3
 ♦ J 9 8 4
 ♠ A K

3

♥ K Q J 7 5
 ♣ A 10 9 8
 ♦ A 3
 ♠ 7 2

4

♥ K Q J 8
 ♣ Q 10 6 4
 ♦ A 10 7
 ♠ 3 2

5

♥ Q J 8 7 5
 ♣ A 10 9 5 3
 ♦ K 8
 ♠ 4

6

♥ K J 10 8 6
 ♣ 6 2
 ♦ A
 ♠ 10 8 7 5 3

7

♥ A K J 9 6
 ♣ 10 8 6 4
 ♦ 7 5
 ♠ 6 3

8

♥ Q J 10 8 7
 ♣ Q J 9 7 5 3
 ♦ 6
 ♠ 4

9

♥ A K 10 9
 ♣ 7 2
 ♦ 10 9 5 3
 ♠ K Q 9

10

♥ A Q J 9 3
 ♣ ———
 ♦ 7 5 4
 ♠ K 10 8 6 4

11

♥ K Q 9 8 7
 ♣ 5 2
 ♦ A 10 6 4
 ♠ 6 4

12

♥ A K Q 8
 ♣ 6 4
 ♦ A Q 7 5
 ♠ 5 3 2

THE "TWO-HEART" BID

There is no reason for a bid of more than "one heart" with a generally strong hand; nor should a higher declaration be made with the command of the heart suit; for if the necessity

arise, the bid can always be raised; nevertheless, the "two-heart" bid is sometimes made to warn the partner that the hand is good for hearts alone and, used for this purpose, has some merit. It has an advantage as a protective measure to save game, albeit often at the expense of a small score loss.

The bid of "two hearts" shuts out the opponent's tentative "one no-trump" call, and offers him less scope to show suit strength.

The opponent will frequently bid "one no-trump" with a guarded hand containing a protected honour in the heart suit, and yet one which would not admit of a "two no-trump" call.

As the bid of "two hearts" is one that the player is extremely likely to retain, the dealer should have decided length in the heart suit to justify it.

RULES FOR THE "TWO-HEART" BID

First.—A bid of "two hearts" should imply length in the suit and a lack of outside strength.

Second.—The object of the bid is to warn the partner that the hand is useless except at this make and, incidentally, to silence the opponent.

The following hands are given as examples of the dealer's "two-heart" bid:

1

♥ K Q J 9 7 6 3
 ♣ 6
 ♦ Q 10 7 5
 ♠ 3

2

♥ K J 10 8 7 6
 ♣ 7
 ♦ —
 ♠ Q 9 8 5 3 2

3

♥ K Q 10 8 6 4
 ♣ —
 ♦ 7 2
 ♠ J 10 8 4 9

4

♥ Q J 8 5 4 3 2
 ♣ K J 8 7
 ♦ 5
 ♠ 4

5

♥ Q J 10 8 7 5
 ♣ 9
 ♦ 5
 ♠ Q J 8 6 4

6

♥ J 10 9 6 4 3 2
 ♣ 4 2
 ♦ A K
 ♠ 6 2

THE "ONE-DIAMOND" BID

The suggestions offered for the "one-heart" bid apply in general to the "one-diamond" call; but, if anything, there is less reason for the diamond than for the heart declaration; since it is more difficult to win a game at diamonds. The bid may win 6 points a trick, and

can lose 50. The heart declaration discourages a no-trump make by the partner, whereas a diamond declaration invites that bid.

As in Bridge, the original diamond declaration depends somewhat on the score. With a reasonably advanced score, there is no question as to the advisability of a good diamond make; but, at a love score, the bid should be indicative of both trump and suit strength.

RULES FOR THE "ONE-DIAMOND" BID

First.—Bid diamonds with both strength and length.

Second.—Be cautious about bidding diamonds with length alone.

Third.—The original diamond declaration should indicate a hand worth five tricks.

Fourth.—The original diamond make is an invitation to the partner to bid no-trump.

The following hands are given as examples of the dealer's "one-diamond" bid:

1

♥	6 3
♣	K J 4 2
♦	A Q J 8 6
♠	7 2

2

♥	6
♣	7
♦	K Q J 10 8 6
♠	Q 10 8 6 4

3

♥ 7 2
 ♣ 4 3
 ♦ A K J 8 6 4
 ♠ 9 6 5

4

♥ J 7
 ♣ K 10 8 2
 ♦ A K 10 9 2
 ♠ Q 6

5

♥ A Q
 ♣ 6 2
 ♦ K Q 10 8 6
 ♠ 9 7 6 4

6

♥ 5 4 3
 ♣ A K
 ♦ A 10 9 8 6 5
 ♠ 7 2

THE "TWO-DIAMOND" BID

A hand often contains a great diamond suit and, at the same time, but slightly lacks the no-trump requirements.

The red make offers a certain score toward game. The no-trumper would entail a possible loss. With a hand of this character, particularly when the diamond suit is thoroughly established, a "two-diamond" bid may be made to suggest no-trump assistance. The strength, however, should be exceptional; since the call may force the partner to a two-trick no-trump over-bid.

At a score of 12 or more, or when the game can be won without risk at a diamond declaration, it is not necessary to extend this invitation.

The "two-diamond" bid has its chief value

at a love score, when the no-trumper offers a better chance for game.

RULES FOR THE "TWO-DIAMOND" BID

First.—Bid "two diamonds" with a hand containing a long and thoroughly established diamond suit, with or without other high cards.

Second.—Bid "two diamonds" holding great diamond strength when the suit can be established in one lead and the hand contains two or more re-entry cards.

Third.—Bid "one diamond" with a hand containing great diamond strength at a score of 12 or more points.

The following hands are given as examples of the dealer's "two-diamond" bid:

1

♥	7 2
♣	K J 10
♦	A K Q 8 6 5
♠	6 4 7

2

♥	6 3
♣	8
♦	A Q J 9 6 4
♠	A K 10 7

3

♥	10 9 6
♣	3
♦	A K J 3 5 2
♠	A K 7

4

♥	6 4
♣	K Q J 9
♦	A K 10 9 6 3
♠	8

<u>5</u>	<u>6</u>
♥ A 6	♥ A 10 3
♣ K 10 6 4	♣ 6 4
♦ K Q J 8 6 3	♦ A K J 9 7 3
♠ 9	♠ Q 4

THE DEALER'S BID HOLDING
GREAT STRENGTH IN ONE BLACK
SUIT AND FAIR STRENGTH IN
ONE RED SUIT

When a player holds a strong black suit and fair strength in red, he should start with a "two" trick black bid. With a hand of this nature, no-trump offers the better chance for game. If the partner is unable to make a no-trump declaration, the dealer will, in all likelihood, be given an opportunity to re-enter the bidding with the red make.

With only fair strength in the black, and a strong red suit, the red suit should be first named.

A strong, black declaration is more influential as a no-trump invitation than is a red bid.

With a strong black suit, as well as a strong heart suit, hearts should invariably be preferred. If the partner has a no-trump hand, the game can be won without the risk attendant on a no-trump make.

With great strength in a black suit, and decided strength in diamonds, it is usually better

to start with the black bid unless the score is materially advanced.

With only fair but equal strength and length in both the heart and diamond suits, the opening bid should be diamonds; since, if it is doubled, it can be changed to the higher declaration.

With the following hands the dealer should start a "two" trick black bid rather than a "one" red call:

1

♥ K 10 6 5 3
 ♣ 5 2
 ♦ 4
 ♠ A K Q 6 4

2

♥ A K 10 8
 ♣ A K Q 8 6 3
 ♦ 5 2
 ♠ 6

3

♥ 6 3
 ♣ 4
 ♦ A 10 6 4 2
 ♠ A K 9 8 5

4

♥ Q 10
 ♣ 10
 ♦ K J 8 6 2
 ♠ A Q J 9 6

5

♥ Q 10 5 3 2
 ♣ 5
 ♦ 3
 ♠ A K Q 4 3 2

6

♥ 10 6
 ♣ 8 7
 ♦ A Q J 9
 ♠ K Q J 10 6

THE "ONE-CLUB" BID

By inference a declaration of "one club" shows no-trump assistance; otherwise the bid would have been "one spade."

It is palpably wrong to declare clubs simply because they happen to be stronger than the spades.

It is also a mistake to bid a club from length without strength particularly when the hand is otherwise weak.

With club strength and a hand that is of help to the partner's no-trump declaration, the opening bid should be "one club."

While a bid of "one club" is usually equally indicative of length in the suit, this is not a necessity provided the hand contains other strength. It is, indeed, often good play to bid a club holding ace-king and one small, or ace-queen and one small; but, to a bid of this character, some outside strength is essential.

RULES FOR THE "ONE-CLUB" BID

First.—Bid clubs with strength in the club suit and a hand which will assist a no-trump declaration.

Second.—Clubs may be bid from strength with or without length.

Third.—Do not be tempted to bid clubs from length alone.

Fourth.—Do not bid clubs merely because that suit is stronger than the spade suit.

The following hands are given as examples of the dealer's "one-club" bid:

1

♥ 6 3
 ♣ A K J 8
 ♦ K Q 7
 ♠ 9 6 4 2

2

♥ 7 5 3
 ♣ Q J 10 8 6
 ♦ A K 6
 ♠ 4 2

3

♥ Q 10 7
 ♣ A Q 9 6 5
 ♦ 7 6
 ♠ 5 4 2

4

♥ 10 6 3
 ♣ A K 2
 ♦ K Q J
 ♠ 6 5 4 2

5

♥ 9 6 4
 ♣ K Q 6 5 4
 ♦ 7 2
 ♠ A 6 2

6

♥ K 10 7 3
 ♣ A Q 9 6
 ♦ J 4 2
 ♠ 5 2

THE "TWO-CLUB" BID

The opening bid of "two clubs" should indicate a thoroughly established suit; but the bid may be made with a club suit which can be established in one lead, as well as one or two

re-entry cards. This bid should indicate very strong help for a no-trump make; otherwise it is, if anything, harmful; since it shuts out the partner's "one" red call; and, moreover, may be allowed to stand with no chance to win the contracted-for eight tricks.

A "one-club" bid shows strength in the suit and answers all ordinary purposes. The "two-club" bid is an extreme measure to indicate very exceptional strength.

EXAMPLES OF THE DEALER'S "TWO-CLUB" BID

1

♥ J 6
♣ A K Q 8 7 5
♦ 10 8 4
♠ 3 2

2

♥ 9 7
♣ A Q J 6 5 4
♦ K Q 7
♠ 10 6

3

♥ K 10 6
♣ A K J 9 8 6
♦ 10 6
♠ J 7

4

♥ 3 2
♣ K Q J 7 3
♦ A K 5
♠ 8 7 4

5

♥ 7 2
♣ A K 10 8 5 3 2
♦ A 6
♠ 5 3

6

♥ J 10 2
♣ A K 10 8 4
♦ 3 2
♠ A Q J

THE "ONE-SPADE" BID

The Auction Bridge law limits the loss on a "one-spade" bid to 100 points. The law applies to "one spade" only; the "two-spade" bid forfeits this protection. "One spade" is, therefore, the safety bid; and the best defense with a hand which does not admit of a "no-trump" or high-card suit declaration. In other words, such a hand as would, in Bridge, be declared spades on a pass.

With a weak hand, a player should not hesitate to bid "one spade" with or without a spade in his hand.

An original declaration of "one spade" practically says, "Partner, don't expect too much from me; I have no strong suit, neither have I sufficient scattered strength for a light no-trumper."

But it does not necessarily follow that a bid of "one spade" shows a worthless hand. A "one-spade" bid is often forced on a player with a hand containing as many as three tricks, not more; and, sometimes, with "two aces" and inadequate strength to bid any one particular suit.

Therefore, the dealer should declare "one spade" on all hands containing neither particular suit strength nor sufficient general protection for an original no-trump declaration.

RULES FOR THE "ONE-SPADE" BID

First.—Declare "one spade" on all weak hands with or without spade strength.

Second.—Do not hesitate to declare spades when a longer suit lacks strength.

The following hands are given as examples of the dealer's "one-spade" bid:

1

♥ 10 6 2
♣ K 9 6 4
♦ 8 7 3
♠ 5 3 2

2

♥ K 10 6 5
♣ 10 5 4
♦ Q 8 6 4
♠ 6 3

3

♥ 8 5 3
♣ A 7 5
♦ J 10 6 4 3
♠ 4 2

4

♥ A K 7
♣ 6 4 2
♦ 7 5 3
♠ J 7 6 4

5

♥ Q 9 8 7 3
♣ 10 6 3
♦ J 4
♠ 6 4 2

6

♥ K 7 5
♣ 6 4 3 2
♦ K J 7 5
♠ 7 5

7

♥ J 6 4 2
 ♣ A 7 3
 ♦ A 3 2
 ♠ 7 3 2

8

♥ 10 8 6 4 2
 ♣ J 10 5 4 3
 ♦ Q
 ♠ 6 3

9

♥ Q 5 3 2
 ♣ J 9 6 4 2
 ♦ 9 8 6 4
 ♠ ———

10

♥ A J 6 4
 ♣ 10 4 2
 ♦ 6 5 3
 ♠ K 7 5

11

♥ J 5 4
 ♣ 7 6
 ♦ 9 7 5
 ♠ K Q 7 3 2

12

♥ 8 6 4
 ♣ K 10 6 4 3
 ♦ 6 4 3
 ♠ 5 2

THE OPENING BID OF "TWO SPADES"

The opening bid of "two spades" indicates strength in the spade suit and a hand which would assist, yet does not in itself admit of, a no-trump declaration.

This system has been almost universally adopted as an indication of "no-trump" assistance; but, when a player thus invites his partner to "go" no-trump, his hand should, of necessity, be strong in the spade suit; and the

bid should show at least the equivalent of an established spade suit; that is, if the spade suit is not complete, the lacking strength should be supplied in other suits. This declaration has another object. In case the second player secures the bid, it suggests the partner's lead.

The player should bid "two spades" holding a suit of five headed by ace, king, and queen, with or without other high suit cards.

A bid of "two spades" should be made with a suit of four or more cards headed by king, queen, and knave, provided it is backed by an outside ace or even a king. The same is true of a hand consisting of five or more spades headed by ace, queen, and knave with an outside ace or king.

A bid of "two spades" should not be made with length alone; high-card strength in the spade suit is essential. The bid, in itself, should indicate strong protection in that particular suit.

There are some players who still use the "two-spade" bid with a hand lacking in spade strength; and a few who have adopted the "one-club" bid as an indication of no-trump assistance. Both systems lack soundness.

There is no question as to the importance of showing great black strength as a help to the partner's make and as an indication of a lead on the adversary's bid, and a call, which is so

helpful for these purposes, cannot have a second and quite contrary meaning without confusing the partner's lead and damaging his chances for a successful bid.

A black bid, which may or may not indicate strength, is also in the nature of a private convention, the meaning of which must be explained in all fairness to both adversaries.

A "two-spade" call which invariably indicates some spade strength is a logical and natural feature of the bid. It is informatory and not misleading.

RULES FOR THE "TWO-SPADE" BID

First.—Declare "two spades" with strength in the spade suit and a hand which would assist the partner's no-trump declaration.

Second.—Do not declare "two spades" when weak in the spade suit.

Third.—Never declare "two spades" from length without strength in the spade suit.

Fourth.—A "two-spade" bid indicates a hand of average strength: one which contains either an established spade suit or some spade strength and the equivalent of an established suit in side cards.

Fifth.—Do not bid "two spades" when you hold a no-trumper.

The following hands are given as examples of the dealer's "two-spade" bid:

1

♥ A Q 2
 ♣ 7 4
 ♦ 8 3
 ♠ K Q J 9 6 3

2

♥ K Q 5
 ♣ 3
 ♦ J 6 4
 ♠ A 10 9 8 6 4

3

♥ 8 3 2
 ♣ 7 4
 ♦ J 10 4
 ♠ A K Q J 4

4

♥ K J 10
 ♣ 4 3 2
 ♦ J 10 5
 ♠ A K 4 3

5

♥ 8 7 5
 ♣ 6 4
 ♦ A J 10
 ♠ K Q 9 6 4

6

♥ Q J
 ♣ 3 2
 ♦ A K 5
 ♠ Q J 10 7 4 3

7

♥ 6 4 2
 ♣ Q J 10
 ♦ 7 4
 ♠ A K 10 7 5

8

♥ 7 5 4
 ♣ K 10 5
 ♦ 8 7
 ♠ A Q 9 7 5

9

♥ K 10 6 4
 ♣ 7 3
 ♦ J 10 2
 ♠ A Q J 4

10

♥ —
 ♣ 7 3
 ♦ K 10 7 5 3
 ♠ A K Q 10 7 5

11

♥ 7 5 3
♣ 6 4
♦ A Q 5
♠ K J 10 7 5

12

♥ 8 3
♣ A K Q 5
♦ 6
♠ A Q J 10 7 5

DECLARATION BY THE SECOND PLAYER

The second player is in an excellent position, for, unlike the dealer, he is not compelled to make a declaration.

There are three methods of procedure open to him. An attacking announcement to win game, an informatory announcement of black strength, which may assist the partner's bid or indicate his lead, and a pass. Although his say depends largely upon the dealer's opening bid, with the large majority of hands, his wisest policy is to pass.

WHEN THE DEALER HAS AN- NOUNCED "ONE SPADE"

The second player should declare "one no-trump" on any fully protected hand. He is in a still better position than is the dealer to declare a light no-trumper; in that the probability of great strength in one of the adversary's hands has been eliminated and his chances for success are thus increased. He may reasonably assume that there is but one strong hand against him.

As the "one-spade" call is not necessarily indicative of strength in the spade suit, spade strength is not essential to the second player's "one no-trump" bid; but there is always more

risk attendant upon a light no-trumper when the weakness lies in the black suits than when red strength is lacking.

It is folly to pass the dealer's "one-spade" bid with a very strong hand; for the reason that the better the hand the less the likelihood of a bid by the third or fourth player.

It is also extremely important to indicate black strength. The second player should never miss this opportunity; it is not likely that he will be allowed another, and any information conveyed at the outset simplifies the partner's bid and play.

With great black strength and only a fair red suit it is better to indicate the black suit than to make a red call.

When the second player's strength is in the spade suit, and he is not sufficiently strong to declare no-trump, he should double the "one-spade" bid; but a double should never be made with numerical strength alone. High cards are especially essential to a doubled spade.

The double has a twofold object. It shows the partner wherein the hand will support a no-trump declaration, and, at the same time, indicates the suit to lead in case the third player bids no-trump.

When the second player holds an established spade suit, that is, a suit headed by ace, king, queen, he should bid "two spades." This bid is an indication of greater strength than is shown by a double.

With a strong red suit, the second player should over-call the dealer's black announcement; and this in preference to a doubtful no-trumper.

WHEN THE DEALER HAS AN-
NOUNCED "ONE CLUB"
OR "TWO SPADES"

It is evident that, without protection in the suit named, the second player should adopt defensive tactics; since his chance to win the game at no-trump is extremely doubtful, if not altogether out of the question.

With the type of hand which would have justified an original "two-heart" bid, the second player should bid "two hearts" to shut out the third player's one no-trump call. This manoeuvre saves many games.

When lack of protection in the dealer's declared suit has somewhat eliminated the second player's chance of game at no-trump, he should consider whether or not he holds the requisite strength in a red suit to justify an attacking declaration.

Any really strong red suit should of course be declared; but when the suit is long and straggling, a red bid is unsound unless the hand is worth at least five tricks; both adversaries may be strong and the partner's hand worthless. The tendency to over-bid is responsible for all the heavy losses at Auction; and it is the aim of experienced players to escape, rather than invite, defeat.

When the dealer has announced "one club" or "two spades," the second player should hasten to indicate any decided strength in the remaining black suit.

First.—Because there is a chance that his partner may hold protection in the dealer's suit, and needs added encouragement for a no-trump announcement.

Second.—Because the bid directs his partner's lead in case the third hand goes no-trump; which, under such circumstances, is an extremely probable event. In fact, whenever the third player is likely to bid no-trump, the second player's best defense is to indicate his strong suit.

When the dealer has announced "one club" and the second player has the suit twice stopped, he should double; not that he expects the double to stand, but simply to show his partner that he can take care of the suit. This rule applies particularly when the player holds some strength in another suit, which might lend additional assistance to the partner's no-trump bid.

WHEN THE DEALER HAS AN- NOUNCED A RED SUIT

And the second player holds a protected honour in the suit declared, he should first consider whether or not the remaining strength of the

hand justifies a no-trump bid; and his decision hinges largely on the state of the adverse score.

When they are apt to win game at either red call, and particularly when the adverse score is 24, the danger in allowing the adversary to play the hand is accentuated; and it is then that the player should take chances and bid his hand to the full limit.

For this purpose the "one no-trump" bid has considerable merit.

The partner with a strong supporting hand may lack protection in the declared suit and, for that reason, hesitate to declare no-trump.

Again, when the fourth hand is worthless, the adversaries will undoubtedly raise their bid to a two-trick call; and the second player can then retire from the bidding.

The one danger in a bid of this character is that the partner, with only slight assistance, may over-bid the third player's "two" red call with "two no-trumps"; and, without adequate support, there is a possibility of a double with its consequent loss.

When the second player holds double protection in the declared suit and two other suits guarded, he should bid no-trump at any score; and in extreme cases with but one other protected suit.

With a very strong no-trump hand and no protection in the declared suit, he should not hesitate to declare no-trump; there is always a

chance that the partner will hold protection in the lacking suit, besides which the dealer can make five, even six, tricks in his suit without breaking the "one" no-trump contract.

With a moderate hand, however, and no protection in the suit declared the no-trump bid is more dangerous. The bid conveys an erroneous impression to the partner and usually proves expensive rather than paying.

When the second player is strong in the remaining red suit, he should over-bid the dealer's declaration provided he can reasonably expect to fulfil his contract or hopes to defeat the opponent's increased contract.

WHEN THE DEALER HAS ANNOUNCED "ONE NO-TRUMP"

And the second player holds a hand on which he would have made the same declaration, he is in an embarrassing position.

There are four courses of procedure open to him:

First.—He can pass; and this he should do when he is weak in both red suits; should he double, the adversaries would in all probability change to a red declaration.

With an established black suit it is obvious that he should pass. A double would warn the

adversary to change, and a black over-bid offers no material gain and a great probable loss.

Second.—He can double; and this he should do when he is strong in both of the red suits and thus equally prepared to double a “two” trick red bid.

Third.—With fair strength in one of the red suits, he should over-call the no-trump declaration with a “two” red bid; this to tempt an opponent to make a “two no-trump” bid; which the second player may then double, and from which the adversaries cannot escape without getting into deeper water.

In this connection it is a fact that an opponent is more likely to call “two no-trumps” over a bid of “two hearts” than over a “two-diamond” bid; assuming of course a love score. He naturally argues that a diamond make cannot possibly win game while the heart declaration may.

However, in attempting to increase the adversary’s bid with a hand containing equal length and approximate strength in both red suits, the second player should declare diamonds rather than hearts. There is always the danger of a double and, when the first declaration is doubled, the other suit offers a means of escape.

Fourth.—The second player can bid “two no-trumps” over the dealer’s “one.” This is an extremely doubtful measure. When one player bids to take seven and another contracts for eight of thirteen tricks, somebody has made a mistake. A hand sufficiently strong to over-bid no-trump with no-trumps is sure to save game; and it is far easier to defeat the one contract than to fulfil the other; the points which may be made toward game are in no way commensurate with the amount that may be lost by defeat. Moreover, a hand which admits of such a declaration must, of necessity, be sufficiently strong to double the opponent’s bid.

It may occasionally pay to over-call “one no-trump” with a bid of “two” at a score of 12 on the rubber game, when, if the eight tricks are won, the rubber is secured. At any other stage this is an extremely dangerous call.

A large number of Auction players make it a practise to over-bid the dealer’s “one no-trump” by a red call with a moderate and, very often, a weak hand, the sole object being to force an adversary to a “two no-trump” call. This is a mistake common to all beginners. What can be gained by a doubtful declaration which may be doubled, with a hand offering no possible chance to defeat the opponent in case he decides to increase his contract?

When the dealer has announced no-trump, the second player should never over-bid unless with a fair chance to defeat an increased adverse call, unless he is reasonably sure to fulfil his contract or unless he is willing to sacrifice a certain number of points in order to save game.

FORCED DECLARATIONS

All Auction players should learn to distinguish between free and forced declarations.

A forced bid is a call which, due to a previous announcement, is necessarily higher than would have been made as an initial declaration.

Forced bids frequently fall to the share of the second player.

A call of "two clubs" over the dealer's "one-heart" declaration is an example of a forced bid. A declaration of "two spades" over the dealer's "one club" may also be termed a forced bid; while any declaration after the dealer's "one no-trump" call is, of necessity, forced. It is obvious that a player would not voluntarily increase his contract to "two" tricks if he could indicate the strength of his hand by a bid of "one."

When a player contemplates increasing his partner's contract, he should differentiate between the two calls, and credit a forced bid with no greater strength than would justify an initial declaration.

RULES FOR THE SECOND PLAYER

First.—Indicate black strength. There is seldom a second opportunity.

Second.—Show any strong suit when the dealer has invited a no-trump declaration.

Third.—Bid red with great strength—and this in preference to a doubtful no-trumper.

Fourth.—Bid no-trumps with an average hand and a protected honour in the suit originally declared.

Examples of hands with which the second player should double the dealer's "one-spade" bid:

1

♥ K 10 5
♣ 4 3 2
♦ 7 5
♠ A Q J 9 6

2

♥ Q J 5
♣ 10 4
♦ 6 4 3
♠ A K 10 7 3

3

♥ 10 8 6
♣ 6 4 2
♦ A K 7
♠ K Q J 7

4

♥ Q
♣ A Q 7 2
♦ J 7 2
♠ K J 10 7 2

Examples of hands with which the second player should "call" "two" red over the dealer's original no-trump declaration:

1

♥ A K Q 10 9 6
 ♣ 4
 ♦ 6 3
 ♠ 10 9 8 3

2

♥ A Q J 9 7
 ♣ 9 7
 ♦ K 10 9 7
 ♠ J 10

3

♥ K Q 10 8 6 5
 ♣ 7 4
 ♦ A J 8 6
 ♠ 3

4

♥ A 6
 ♣ 6 3 2
 ♦ K Q J 8 7
 ♠ A 5 4

Examples of hands which do not justify a bid of "two" red over the dealer's no-trump declaration:

1

♥ A Q 8 6 4
 ♣ 4 3 2
 ♦ 9 7 4
 ♠ 6 2

2

♥ 4 3 2
 ♣ 9 7 5
 ♦ A K J 8
 ♠ K 9 6

3

♥ Q 7 3
 ♣ 6 4
 ♦ K J 9 7 5
 ♠ 7 5 3

4

♥ Q 10 7 6 4
 ♣ J 8
 ♦ Q 6 3
 ♠ 9 6 4

DECLARATION BY THE THIRD PLAYER

By the time the bid reaches the third player, he has heard two decisions. His task is greatly simplified by the previous announcements, and his bid rests on the foundation of his own cards and his partner's declaration, more or less weakened or strengthened by the second player's say.

WHEN THE DEALER HAS DE- CLARED "ONE SPADE"

The dealer's "one spade" bid is, to some extent, a warning. It does not preclude the possibility of some strength. He may hold an assisting hand, but he assuredly has not an attacking one. He holds decided strength in no one particular suit, nor does his hand admit of an original no-trump declaration.

If the third player has a poor or a moderate hand, he should pass; being quite willing to take advantage of the protection offered by the limited loss of 100 points on the "one-spade" bid. Moreover, it is seldom that the dealer is left with a "one spade" declaration; the fourth player almost invariably makes an attacking bid to win game.

If the second player has passed, the fourth player is marked with considerable strength; therefore the third player should not chance a light no-trumper. His declaration should be one which he can win with but very moderate assistance.

If the third player's hand is but fairly strong, he should realise that the fourth player is likely to bid no-trump and that the best defensive measure is to suggest his strong suit and thus direct the partner's lead.

WHEN THE DEALER HAS DECLARED "ONE CLUB"

The third player should bid no-trumps on any fair hand, since his partner has announced that he holds a subsidiary no-trumper. In this situation, no-trumps should be declared with strength in the spade suit and protection in one of the red suits; or, even without spade strength, provided both red suits are thoroughly protected and neither sufficiently long to declare.

WHEN THE DEALER HAS DECLARED "ONE DIAMOND"

And the third player holds a strong heart hand, he should naturally announce hearts, since the make offers a better chance for game. However the third player should not over-bid when he

holds but moderate strength in hearts and can assist the diamond make. His decision, therefore, depends upon his strength or lack of strength in the diamond suit, and upon the length and strength of his heart holding.

With strength in both black suits and weak diamonds the third player should declare no-trump. This make offers a better chance for game and entails but little risk, since a double can be circumvented by a "two-diamond" bid; and, if the fourth player does not announce hearts, that suit is presumably more or less divided.

When the third player is weak in the diamond suit, is also unable to bid no-trump, but holds great spade or great club strength, a suit headed by ace, king, and queen, he should bid "three spades" or "two clubs" as the case may be. This serves to warn the partner of the diamond weakness and indicates considerable no-trump assistance.

WHEN THE DEALER HAS ANNOUNCED A "TWO" TRICK CALL

When the dealer has announced a "two" trick call of spades, clubs, or diamonds at a love score, the third player is assured of ample assistance to a no-trump declaration; and should stretch a point to make that bid.

Strength in one black and in one red suit is all that is really necessary, and, in extreme cases, a player may bid no-trump with but one black suit, provided it is thoroughly established.

WHEN THE DEALER HAS ANNOUNCED "ONE HEART"

The third player should usually allow the declaration to stand. Any change in the make should be in the nature of a warning to the dealer that the third player is particularly weak in the heart suit. Even then he should not bid "two clubs" unless the clubs are so exceptionally strong as to decidedly help a no-trump bid, nor "two diamonds" unless from great strength; while a no-trump over-bid should imply weak hearts and three protected suits. If, after an over-call, the dealer reverts to his original bid, the third player should credit him with a good and sufficient reason and allow the dealer's second bid to stand.

When the third player can assist his partner's heart declaration, *i. e.*, when he holds one trump honour or more and a fairly strong outside hand, he should rarely bid no-trump. The contract is reasonably assured, and the heart declaration is a safer attempt at game.

Any justifiable change by the third player is a warning of danger because of weakness in the heart suit, and a protective measure denoting considerable strength in the suit nominated.

WHEN THE DEALER HAS ANNOUNCED "ONE NO-TRUMP"

With any fairly protected hand, the third player should allow the declaration to stand; but it sometimes happens that he has considerable strength in one of the red suits and little or nothing else of value. With a strong heart suit, he should not scruple to over-call the make. A heart bid places the dealer in the happy position of being able to judge which of two makes is the more probable game winner. If, after being informed that he can rely on heart assistance alone, the dealer chooses to increase the contract to "two no-trumps," the third player's bid has done no harm.

The third player should bid "two hearts" with five to the queen, or even to the jack-ten, and no other face card; and, in this connection, the dealer should realise that the heart bid may have been a defensive measure to show a worthless hand except at a heart make, and, therefore, hesitate to over-call the third player's bid.

The "two-diamond" bid over a "one no-trump" may be used as a protective proceeding; but it should also be made with strength in the suit at a somewhat advanced score.

At a love score the "two-diamond" bid is an effort to escape from a losing declaration. At a score of 18 or more, it may imply a strong diamond suit and a hope to win game.

The third player's over-bid of a no-trump declaration hinges primarily on the fact that the dealer's hand is not always strong. An alternative heart or, at certain scores, a diamond declaration with real strength is a safer effort for game; and, with length in a red suit and an otherwise worthless hand, it becomes the duty of the third player to sound this note of warning. It then remains with the dealer to weigh the chances and accept or ignore the third player's suggestion.

WHEN THE SECOND PLAYER HAS OVER-BID THE DEALER'S RED ANNOUNCEMENT

Heretofore, it has been assumed that the second player has passed, but when he has over-called the dealer's bid the third player has four elections. He may pass, support his partner's announcement, make one of his own, or double the adverse make. The strength of the third player's hand, in combination with his partner's bid and the state of the score, naturally influence his say. It is frequently good play to pass until the dealer has had a second "say"; but, generally speaking, the third player should support the partner's bid with a hand worth, at the least, two tricks; and by tricks are meant aces and kings. Strength in the declared suit is not essential for this purpose. Although a

hand that is void in a suit or one which contains a singleton, as well as two or more trumps, may be considered a valuable aid to the partner's declaration.

With two tricks, the third player should always support his partner's bid when the adversaries are likely to win game at their make, or when his own score is so far advanced that the game may be won at the dealer's declaration.

When the adversary's score is at love, and the dealer's bid of "one heart" has been overcalled by "two diamonds," the third player with some diamond strength should not be too anxious to support the heart make; since the opponents are unlikely to win game at a diamond declaration. In fact, unless he can reasonably expect to win game at the heart make, he should pass.

WHEN THE DEALER'S NO-TRUMP DECLARATION HAS BEEN OVER- CALLED BY THE SECOND PLAYER

The third player is responsible for many Auction losses. It seems to be the prevailing opinion that, when he holds a protected honour in the adversary's declared suit, he should always bid "two no-trumps." There can be no greater mistake, in fact, unless the score is such that the adversary is likely to win the game; a "two

no-trump" bid requires at least one other protected suit.

When the adversaries' score is such that they are not likely to win the game, and the third player holds no strength other than a guarded honour in the opponent's suit he should pass.

There are two situations in which the third player should bid "two no-trump" without protection in the opponent's suit.

First.—When he himself holds a no-trump hand.
Second.—When his hand contains a long and thoroughly established black suit.

Such hands afford a good gambling venture. The adversaries are not likely to make more than one suit, and even that one the partner may protect.

With a very strong red suit and no protection in the opponent's suit, the third player should indicate the red strength; thus offering his partner the choice of the "two" red or "two no-trump" bid.

A double productive of great gain occasionally falls to the share of the third player. The dealer has bid "one no-trump," the second player has over-called in a red suit and it is then that the third player, holding decided protection in the declared red suit and some outside strength, should double; and not increase the no-trump bid. An adversary has contracted to

take eight of the thirteen tricks against two strong hands, and the double offers the dealer the selection between winning game or securing a heavy over-line score.

RULES FOR THE THIRD PLAYER

First.—Do not bid no-trumps with a weak hand when the dealer has declared “one spade” and particularly when the second player has passed. The fourth hand is undoubtedly strong.

Second.—Endeavour at all times to take the dealer out of an inexpensive make—other than the “one-spade” bid.

Third.—Do not fear a no-trump declaration merely because of weakness in a red suit. If an adversary holds a strong red suit he will give a warning of danger.

Fourth.—Declare hearts over the dealer’s “one-diamond” bid with a strong heart suit and weak diamonds.

Fifth.—Declare “two diamonds” over the dealer’s “one-heart” bid when the diamonds are particularly strong and the hearts exceptionally weak.

Sixth.—Do not declare “two diamonds” over “one heart” when the hand will lend some assistance to the heart declaration.

Seventh.—Declare no-trump freely on any original “two” trick call.

Eighth.—Do not change the dealer's heart bid to a no-trump call unless weak in hearts and guarded in the three remaining suits.

Ninth.—With a particularly strong heart suit, declare "two hearts" over the dealer's no-trump bid.

Tenth.—With a worthless hand, except in one red suit, declare two red over the dealer's one no-trump as a protective measure.

Eleventh.—When the second player has bid two red over the dealer's "one no-trump," do not increase the no-trump contract on protection in the adversary's suit without some additional strength.

Twelfth.—Bid "two no-trumps" without protection in the adversary's red suit with a good no-trump hand, or with a long and thoroughly established black suit.

Thirteenth.—When the adversary bids two red over the dealer's "one no-trump" bid, double with real strength in the declared suit, particularly if this is augmented by high suit cards.

**HANDS WITH WHICH THE THIRD
PLAYER SHOULD BID NO-
TRUMP WHEN THE SECOND
PLAYER HAS PASSED AND
THE DEALER HAS BID**

"ONE SPADE"	"ONE CLUB"	"ONE DIAMOND"	"ONE HEART"
♥ QJ6 ♣ KQ96 ♦ A ♠ AKJ87	♥ AJ98 ♣ J2 ♦ 10964 ♠ AQ7	♥ K10 ♣ AJ94 ♦ 862 ♠ K864	♥ 73 ♣ K1086 ♦ K64 ♠ AJ74
♥ A1096 ♣ A10 ♦ KQ7 ♠ QJ64	♥ Q8 ♣ 1092 ♦ AQJ5 ♠ K1093	♥ 97 ♣ Q1063 ♦ K104 ♠ AQ85	♥ 7 ♣ A1096 ♦ Q1063 ♠ QJ74
♥ 1098 ♣ AJ107 ♦ AQ ♠ AQ92	♥ K10 ♣ AJ62 ♦ 542 ♠ K982	♥ 1087 ♣ AKJ7 ♦ 9 ♠ AJ1086	♥ Q ♣ AQ97 ♦ KJ6 ♠ KQ962
♥ AK8 ♣ KJ4 ♦ Q72 ♠ A1096	♥ 862 ♣ QJ ♦ K1063 ♠ AQ72	♥ J1084 ♣ KQ6 ♦ 1093 ♠ KJ10	♥ — ♣ QJ106 ♦ AJ963 ♠ KQ107
♥ 62 ♣ A642 ♦ A106 ♠ AKQ75	♥ 92 ♣ J104 ♦ AKQ865 ♠ K7	♥ KJ8 ♣ KQJ10 ♦ J9 ♠ J1086	♥ 52 ♣ AK7 ♦ K875 ♠ KJ93
♥ KQ5 ♣ K1098 ♦ A1096 ♠ QJ	♥ AKQ ♣ 432 ♦ 62 ♠ AK752	♥ 954 ♣ K1084 ♦ KQ5 ♠ Q106	♥ 107 ♣ Q1095 ♦ K6 ♠ AKQ95

HANDS WITH WHICH THE THIRD
PLAYER SHOULD BID NO-TRUMP
WHEN THE SECOND PLAYER
HAS PASSED AND THE DEALER
HAS BID

"TWO SPADES"	"TWO CLUBS"	"TWO DIAMONDS"	"TWO HEARTS"
♥ 1092 ♣ AKQ85 ♦ KJ9 ♠ J8	♥ 96 ♣ 84 ♦ AK983 ♠ A1076	♥ 10987 ♣ AJ10 ♦ 86 ♠ AKJ10	♥ A5 ♣ K43 ♦ A4 ♠ AKQ863
♥ KJ7 ♣ QJ4 ♦ K1073 ♠ 985	♥ KJ97 ♣ J10 ♦ 97 ♠ KQ1065	♥ A108 ♣ KJ7 ♦ K83 ♠ 9642	♥ 94 ♣ AKQJ73 ♦ K10 ♠ AKQ
♥ AQ7 ♣ K63 ♦ 642 ♠ AJ62	♥ AJ75 ♣ 64 ♦ 962 ♠ A864	♥ A952 ♣ 642 ♦ 875 ♠ AK6	♥ — ♣ KQJ9 ♦ AKJ64 ♠ AK108
♥ 1073 ♣ KQ108 ♦ AQ94 ♠ 82	♥ A1064 ♣ J7 ♦ 8 ♠ AQ7432	♥ AQ7 ♣ K8754 ♦ Q7 ♠ J74	♥ 43 ♣ AQJ86 ♦ AQ10 ♠ AK9
♥ K104 ♣ AJ5 ♦ QJ876 ♠ 106	♥ 106 ♣ 1075 ♦ AQ62 ♠ KJ86	♥ Q96 ♣ A964 ♦ J8 ♠ K1053	♥ 8 ♣ KQ108 ♦ AJ107 ♠ AQ109
♥ 742 ♣ KQ6 ♦ 10863 ♠ AQ6	♥ Q109 ♣ J642 ♦ AK7 ♠ 543	♥ A1086 ♣ 432 ♦ A86 ♠ QJ5	♥ 76 ♣ AKQ64 ♦ KJ9 ♠ AJ8

Hands with which the third player should over-bid his partner's original "one no-trump" call:

1

♥ Q J 8 5 3
 ♣ 9 6 4 3
 ♦ 8 7 2
 ♠ 5

2

♥ K Q 9 7 6 3
 ♣ 5 4
 ♦ K 9 7 3
 ♠ 3

3

♥ 9 6 5 3
 ♣ 8 2
 ♦ Q 10 6 4 3
 ♠ 7 2

4

♥ 2
 ♣ 9 6 5 4 3
 ♦ K J 8 6 2
 ♠ 8 3

5

♥ A K Q J 6 3
 ♣ Q 10 7 3
 ♦ 8 6
 ♠ 5

6

♥ A Q J 9 6 4
 ♣ 4 3
 ♦ K 5
 ♠ 6 3 2

DECLARATION BY THE FOURTH PLAYER

There are but few points peculiar to the fourth player's game. Most of the suggestions offered for the second and third players are equally applicable to the fourth hand. It remains for him to grasp the accumulated information conveyed by the three other players and to found his "say" on sound inferences from the previous bids.

The partner's double of the initial spade bid, his "two-spade" call over the dealer's "one spade," or his one-trick suit call, shows no-trump assistance in the particular suit; therefore, the fourth player is in a favourable position to compute his chances for winning game.

If the dealer has declared "one spade" and the others have passed, the fourth player probably holds strong cards; and has only to decide on the best attacking announcement of which his hand admits to win game.

Occasionally, however, his hand, while fairly good, is apparently not a game winner. In this case it is to his distinct advantage to allow the adversary to retain the black bid. They cannot win game at the black declaration; in

fact, they are not likely to win more than a few points, and, should they fail to make their contract, they lose 50 points for each lacking trick.

An intermediate score on either side is of no great value; therefore, unless he hopes to win game, the fourth player should not be over-anxious to take the adversaries out of their difficulty.

Besides, an announcement by the fourth player affords the opponent a second opportunity to bid, and may result in the loss of the game.

This caution against taking the opponents out of a black declaration applies more particularly to an original bid of "two spades" or "two clubs," when it is evident that the dealer's hand is strong and the fourth player's chance for game but slight. When he holds a really strong red suit he naturally should declare it.

When the second player has over-bid the dealer's "one no-trump" declaration with "two hearts," and the third player has announced "two no-trumps," the fourth player should almost never raise his partner's bid to a "three-heart" call. There is little chance to win nine tricks against two no-trump hands, one of which is presumably guarded in the heart suit.

The fourth player should be able to distinguish between his partner's free and forced bids. A forced bid is an indication of a suit which, due to a previous declaration, is necessarily higher than it would have been originally.

A “two club” declaration over an opponent’s “one heart” or “one diamond,” or any declaration over the dealer’s “one no-trump” call, is a forced bid.

The fourth player should be cautious about increasing these contracts unless his hand contains ample support—at least three tricks; while he may raise a free bid, such as “one diamond” over the dealer’s spade declaration, with any hand worth two tricks.

When the fourth player holds a strong suit, there is often a distinct reason for over-bidding an original no-trump declaration. The game may depend upon showing his partner which suit to lead.

With a club suit which may be established in one lead, and a sure re-entry card, it frequently pays to direct the partner’s lead by a “three-club” bid. This object often also induces the fourth player to bid “two hearts” or “two diamonds,” on a hand which might not warrant the bid were he second instead of fourth player.

The following rules govern the fourth player’s bid:

First.—Make any declaration which is likely to win game.

Second.—Do not take an adversary out of a black declaration unless with a good chance for game.

Third.—Distinguish between free and forced calls, and do not increase the partner's forced declaration with a hand worth fewer than three tricks.

Fourth.—If the dealer has declared no-trump, indicate a strong suit whenever the partner's lead of that suit is likely to save game.

CONTINUATION OF THE BIDDING

At the completion of the preliminary round of bidding, the dealer's side has either obtained the final declaration or the dealer is given the opportunity to make a second bid. Assuming that the original declaration was sound, and that the dealer's hand contained the general requirements for that bid, five probable tricks, any increased call should show that he himself holds additional strength. He may give his partner credit for one trick, but no more. He should not increase his own call on the possible strength of his partner's hand. If he cannot increase the bid on the strength of his own hand, the dealer should pass, knowing that his partner will raise the call with a hand worth more than the one trick.

Some of the most severe Auction losses are due to the fact that players over-estimate the trick-taking value of their own cards. They are attracted by the good looks of a hand, fail to compute its real value, and gamble on the partner's cards instead of allowing him to indicate their worth.

ESTIMATING THE VALUE OF A TRUMP HAND

The trump suit has a certain value dependent on its strength and length.

With a normal distribution of cards the probable value and loss, with each of the various combinations, is as follows:

TRUMP VALUES

TRUMP COMBINATIONS	PROBABLE VALUE	PROBABLE LOSS
A K J x x	4 tricks	1 trick
A K 10 x x	4 "	1 "
A K x x x	4 "	1 "
A K Q x x	5 "	0 "
A Q J x x	4 "	1 "
A Q 10 x x	4 "	1 "
A Q x x x	4 "	1 "
A J 10 x x	3 "	2 "
A J x x x	3 "	2 "
A 10 x x x	3 "	2 "
A x x x x	3 "	2 "
K Q J x x	4 "	1 "
K Q 10 x x	4 "	1 "
K Q x x x	4 "	1 "
K J 10 x x	3 "	2 "
K J x x x	3 "	2 "
K 10 x x x	3 "	2 "
K x x x x	3 "	2 "
Q J 10 x x	3 "	2 "
Q J x x x	3 "	2 "
Q 10 x x x	3 "	2 "
Q x x x x	3 "	2 "
J 10 x x x x	3 "	3 "
10 x x x x x x	5 "	2 "

ESTIMATING THE VALUE OF A TRUMP HAND

A long side suit adds to the strength of a trump hand. The longer the suit the greater the worth of the hand.

Assuming that the player will be able to exhaust trumps and establish and bring in the long suit, and, provided the make is sound, he should count each adverse ace, king, and queen in a side suit a lost trick and deduce the value of the side suits in the following manner:

PLAIN SUIT VALUES

LONG SUIT	PROBABLE VALUE	PROBABLE LOSS
A K J x	3 tricks	1 trick
A K 10 x	3 "	1 "
A Q J x	3 "	1 "
A Q x x	3 "	1 "
A J 10 x	2 "	2 "
A J x x	2 "	2 "
A x x x	2 "	2 "
K Q J x	3 "	1 "
K Q 10 x	3 "	1 "
K Q x x	3 "	1 "
K J 10 x	2 "	2 "
K J x x	2 "	2 "
K 10 x x	2 "	2 "
Q J x x	2 "	2 "
Q J x x x x	2 "	2 "
Q 10 x x	1 "	3 "
J 10 x x	1 "	3 "
10 x x x x	4 "	2 "
x x x x	2 "	3 "

ESTIMATING THE VALUE OF A TRUMP HAND

It is true that, in the above examples, the cards are credited with their full worth, irrespective of unusual distributions and of their value in combination with the partner's hand. At times a hand falls several tricks below its estimated value, at others it wins several more, dependent on the partner's hand and on the position of the opponents' high cards.

Therefore, it is not to be supposed that a player can, either invariably or definitely, gauge the precise value of his hand, yet the regularity with which hands will win the exact number of tricks indicated by this system shows how important it is to form a preliminary estimate.

The trick-taking value of the following hands has been estimated for the guidance of the student. (In each example the trump is heart):

ESTIMATING THE VALUE OF A TRUMP HAND

	ESTIMATED	
	Value	Loss
♥ Q J 10 8 6 ♣ A K 5 ♦ 6 4 2 ♠ 1 0 9	3 2 — — 5	2 1 3 2 8
♥ A K 10 9 5 ♣ 5 3 ♦ K 6 ♠ A 10 8 7	4 — 1 2 7	1 2 1 2 6
♥ K Q J 10 8 6 ♣ 7 ♦ 6 ♠ Q 10 8 6 4	5 — — 3 8	1 1 1 2 5
♥ K J 10 8 6 ♣ 6 2 ♦ A ♠ 10 9 7 6 3	3 — 1 2 6	2 2 0 3 7
♥ K Q 10 7 4 ♣ 7 4 2 ♦ K 10 9 6 ♠ 6	4 — 2 — 6	1 3 2 1 7
♥ A K Q 8 7 ♣ 6 4 ♦ 7 ♠ A Q 8 7 5	5 — — 4 9	— 2 1 1 4

	ESTIMATED	
	Value	Loss
♥ Q 10 8 6 4 ♣ 6 4 ♦ A 10 ♠ 10 9 7 5	3 — 1 1 5	2 2 1 3 8
♥ J 10 8 6 4 2 ♣ 7 3 ♦ K 7 5 ♠ A J	3 — 1 1 5	3 2 2 1 8
♥ K Q J 9 3 ♣ A K 7 2 ♦ — ♠ Q J 8 7	4 3 — 2 9	1 1 — 2 4
♥ A K 10 9 ♣ 5 2 ♦ 10 9 8 5 ♠ K Q 9	3 — 1 2 6	1 2 3 1 7
♥ A Q J 9 3 ♣ K 8 ♦ 6 ♠ K 10 9 7 5	4 1 — 3 8	1 1 1 2 5
♥ A 10 8 6 4 ♣ 7 ♦ J 9 6 4 ♠ K Q J	3 — 1 2 6	2 1 3 1 7

ESTIMATING THE ASSISTING VALUE OF A HAND

Generally speaking, a hand worth two tricks is sufficiently strong to support the partner's declaration; but these should consist of aces, kings or possible trump tricks.

When a player is entirely void in a suit and holds three or more trumps, he may count on two ruffs; a singleton and three or more trumps, he may safely estimate as worth one trick.

A two-card suit and two or three trumps may help; but, if both adversaries are bidding this suit, the shortage is practically valueless, since the partner is apt to be equally short in the same suit.

The value of trump length is also apt to be over-estimated. It gives the appearance of greater assisting power than it really possesses. The combined hands may contain superfluous trumps which the declarant would gladly exchange for suit strength.

In an attempt to support a declaration and over-bid an opponent, the player's first increase of contract implies a certain definite power of assistance; any additional over-bid should show strength which has not been previously indicated.

A player may increase or support his partner's bid with two tricks, and re-raise once on each additional trick. With a three-trick hand he

may twice raise the bid, and with a four-trick hand it may be three times increased.

This method rarely results in an over-bid of more than a trick.

The assisting values of the following hands has been computed for the guidance of the student.

ESTIMATING THE ASSISTING VALUE OF A HAND

In each of the following examples the partner has declared hearts and an opponent has over-called:

THE ASSISTING VALUE

	The Probable Tricks	The Player Should
♥ J 5 ♣ K 10 6 ♦ 9 4 2 ♠ A 10 9 7 6	— 1 — 1 2	Raise Once
♥ K Q 3 ♣ A 8 7 3 ♦ 9 5 ♠ A 6 5 4	2 1 * 1 4	Raise Three Times
♥ A 9 6 5 4 ♣ 10 9 6 ♦ Q 5 3 ♠ Q 4	1 — * * 1	Raise Once
♥ Q 6 2 ♣ A 10 7 6 3 ♦ 9 ♠ J 6 4 3	1 1 1 — 3	Raise Twice
♥ J 6 4 ♣ Q 8 6 4 ♦ 9 8 4 ♠ Q 6 3	— * — * 0	"Pass"
♥ 9 8 6 ♣ — ♦ J 4 3 2 ♠ A 10 9 7 3 2	— 2 — 1 3	Raise Twice

	The Probable Tricks	The Player Should
♥ 10 9 ♣ A K 8 3 ♦ 8 5 3 ♠ A K 7 3	— 2 — 2 4	Raise Three Times
♥ Q 8 ♣ J 8 6 4 3 ♦ A ♠ A 9 6 3 2	1 — 2 1 4	Raise Three Times
♥ J 10 5 ♣ K 8 6 4 ♦ 6 5 3 ♠ K J 4	— 1 — 1 2	Raise Once
♥ K 10 3 ♣ 10 8 6 ♦ J 9 6 2 ♠ J 10 7	1 — — — 1	"Pass"
♥ K J ♣ Q 7 2 ♦ 10 8 4 ♠ Q 10 9 6 3	1 * — * 1	Raise Once
♥ K J 9 5 3 ♣ A K ♦ 7 ♠ 9 8 6 4 3	1 3 2 — 6	Raise Four Times

* Doubtful Tricks.

NO-TRUMP VALUES

There is no known method of accurately computing the probable no-trump value of a hand; that is, not until the partner's cards are exposed and, even then, the ultimate result depends upon the distribution of the suits; not infrequently a swing of five or six tricks is recorded because of the position of a single high card.

It is much more difficult to decide whether or not a hand has sufficient strength to warrant a "two no-trump" bid. Even very good hands rarely show this value; so that this declaration is more or less of a gamble dependent upon the partner's say and the adversaries' bids.

Again, there is no means of estimating the value of a hand as an assistance to the partner's no-trump bid. It depends upon the combining qualities of the two hands. No rule can be given to guide the player to a safe "two no-trump" declaration when his partner's "one no-trump" has been over-called by a "two" red bid. The call should, of course, imply a protected honour in the adversary's suit; but this help alone is not sufficient, since the original no-trump is often light. The increased contract should signify, in addition, at least one trick in another suit.

The absolute requirements depend upon particular conditions:

First.—The amount of protection in the opponent's suit and the general strength of the hand.

Second.—The state of the score.

Third.—The particular red suit named. Since the heart declaration is more dangerous than the diamond.

CONTINUATION OF THE BIDDING

After a player has learned to estimate the trick-taking value of his hand, his partner's "say" should be taken into account. When the partner passes, thus refusing to support the bid, he may be given credit for one trick, but no more. Therefore, if his hand is worth six tricks, and the opponent has over-bid it with a "two" trick declaration and the partner has passed, the original declarant should realise that anything further he may say is in the nature of an over-bid—that it is dangerous to continue unless he is willing to sacrifice points to save the game.

When the estimated value of a player's hand is eight tricks, and his partner has passed, he may bid up to nine tricks; depending on his partner's cards to the extent of one trick. This system, however, is applicable to trump declarations only.

Generally speaking, when both adversaries have indicated strength by a bid, and the partner has either passed or made an original "one-spade" declaration, it is unwise to continue bidding.

When each of the four players is either bidding or supporting a bid, it is rarely safe to contract for more than eight of the thirteen tricks.

The three-trick contracts are those most frequently broken. In this connection, a bid of "three hearts" over "two no-trumps" is defeated about eight times out of ten. A call of "two no-trumps" over a red make should usually discourage further bidding. It is rarely possible to win nine tricks against no-trump strength, which probably includes a protected honour in the red suit indicated.

There are hands with which the required number of tricks, and sometimes even four odd, may be won, but these are exceptional.

A bid of "four diamonds" over "two no-trumps" is similarly inadvisable, unless the player is willing to assume a loss to save the rubber.

As a rule, a "two" trick contract is a sufficiently heavy burden; the frequent over-strain is a "three" trick call—a contract to win nine of the thirteen tricks. Therefore, the desire to saddle the opponent with a heavy agreement should not lead the player to over-weight himself with an improbable contract.

After the preliminary round of bidding, each player should consider to what distance he may entice the opponent, without placing himself in danger. It is almost impossible to accurately determine this limit; but a knowledge of

the opposing player's temperament, a recollection of his general methods of play and capabilities at the game, lead to a fair estimate of the probabilities.

Much of the over-bidding at Auction is due to ignorance of the game, combined with an over-sanguine disposition; but some is due to a commendable desire to force the adversary up, which is not sufficiently curbed by a full realisation of the danger involved in the effort. Such methods are more apt to deceive the partner than to harm the adversary. A reckless gamble with poor cards has absolutely no chance of success at Auction.

With increased knowledge of the game the bidding becomes more and more skilfully based upon the state of the score and the real possibilities of the hand.

BIDDING "FOUR HEARTS" OVER "FOUR DIAMONDS"

A somewhat peculiar distribution of cards that frequently happens at Auction is when one player and his partner have between them the entire heart suit, while the opponents hold all the diamonds; the bidding on such hands is always more or less spirited. The general strength of the hand, together with the state of the score, usually shows the limit of sound bidding; but, assuming that the player who has

been able to go to "three hearts" is over-bid with a "four-diamond" call, he should promptly bid "four hearts." This rule will save many games. A bid of "four hearts" over "four diamonds" stops the bidding; since the opponents must otherwise increase their call to "six odd" or a "little slam."

It is not to be assumed that a player should bid "four hearts" over "four diamonds" unless the "three-heart" call is sound. If this is the case, the bid of an extra trick is not likely to lose much, and it may win the game as well as prevent the loss of a game.

FLAG-FLYING

The game may frequently be kept from an adversary by over-bidding until he is tempted to double, forced to assume an impossible contract or obliged to pass.

In the hands of a novice this "flag-flying" is a dangerous expedient. The loss on a single hand can be so great that the subsequent gain of the rubber is no fair recompense. It is a strategic move, which should be reserved for desperate situations, and which depends, for success, on the ability to accurately estimate the value of the combined hands. If the game must be lost, unless a player is willing to over-bid or sacrifice one trick, and only one, the expedient is not over-expensive—in fact, it is recommended.

If, later in the game, a rubber can be saved at no greater cost than the loss of two tricks, this surrender is equally warrantable. The difference between winning and losing a rubber is 500 points. The player stakes 200 points to win the remaining 300, with an even chance to secure the winning hand on the following deal.

There can be no excuse for assuming an unnecessary loss; and just here is required the ability to judge whether or not the game is in real danger, and whether or not an attempt to save it would incur an excessive forfeit.

Generally speaking, when strength is largely against a player, he should resign himself to the loss of the game or rubber; but when the distribution of cards is such that the game must be lost if the opponent plays the hand, and can be saved at the limited loss suggested, there is no real reason why he shouldn't indulge in "flag-flying."

DOUBLING

It seems to be the prevailing opinion that a double is all in favour of the doubling side, and it usually takes the novice some time to disabuse his mind of this fallacy. In fact, increased Auction experience lessens the desire to double.

A Bridge declaration once made cannot be altered; an Auction double re-opens the bidding and permits the opponents to escape, often to another and less dangerous declaration. Therefore, strength, which would guarantee success to a Bridge double, must often be concealed to attain it at Auction.

It is almost a crime, at Auction, to double the adversary's "one no-trump" declaration with seven sure tricks in a suit. A double calls attention to the danger which the opponent hastens to avoid by a "two" red-trick bid. A player should likewise avoid a re-double—if he be fairly sure to obtain his doubled contract—when there is the slightest possibility that the adversary may escape. Too often a large score is thrown away by overlooking this contingency.

At all times the player should be most careful not to double prematurely. In fact, it rarely

pays to double a one-trick call, no matter how strong the doubler's hand; a player should strive rather to coax the opponent to a high declaration, from which there is no escape, and then double.

The utmost that the doubler can gain is an extra 50 points for each defeated trick; while the double may enable the declarant to score his tricks at twice their original value, to thus win game, and, moreover, to secure a bonus of 50 points for the fulfilled contract as well as 50 points for each extra trick made.

Nevertheless, doubling has its own, and a very important, part of the game. All of the unusually large scores owe their magnitude to doubled and defeated contracts; but these, in turn, owe their success to the fact that no avenue of escape has been left open to the declarant.

Doubling depends largely upon the state of the score. A player should never make an uncertain double on the first game, when the adversary's fulfilled contract would not, otherwise, score game. A doubtful double on the rubber game, when the adversary's fulfilled contract cannot win the game undoubled, is so thoroughly and evidently unsound that condemnation seems hardly necessary.

A swing of 500 points hangs upon the result of a rubber; so large a stake that nothing short of an absolute certainty can justify a double under these conditions.

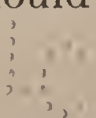
This is all changed when the undoubled contract, if fulfilled, must win the game. The double is then known as a "free double," and warranted any time there is a fair chance to defeat the contract.

When the adversary has reached a very high bid, such as "four" tricks in a red suit, and the fulfilled contract would win game or rubber, a double, with an even chance for success, is thoroughly sound. So high a contract may be largely defeated, and, if it be fulfilled, the loss is not apt to prove serious. The double of a "four" trick contract does not require trump strength; high suit cards combined with the partner's bid alone, may carry it to success.

In this connection, however, too great reliance should not be placed on strength in a long suit. A hand which appears strong may win comparatively few tricks because the declarant and dummy are short in different suits.

Trump strength on the wrong side of the maker is likewise deceptive in appearance; it will undoubtedly be led through; and a double, in this position, is rather an aid than a menace to the declarant. It locates trump and suit strength and warns him to play the hand cautiously.

Occasionally, a player is offered the happy choice of defeating the adversary or of playing for game; and it is usually a difficult selection. Generally, he should endeavour to win the



game; but his decision may be influenced by two considerations:

First.—Is he certain to win the game?

Second.—How many points is he likely to score by defeating the adversary in lieu of making that game? (bearing in mind the fact that the side that plays the hand is also likely to score the honours).

Therefore, whether it is better to win the game or to defeat the adversary must depend upon the number of points likely to be gained by the adversary's defeat.

The rubber has a fixed value. Assuming that the game is worth half the amount of the rubber, or 125 points, and that, by playing the hands, he will score both tricks and honours, then, if a greater number of points can be won than the value of the game or rubber—as the case may be—plus the difference in trick and honour points, it is an evident gain to defeat the adversaries.

A game should be taken unless a double would win 200 or more points, and the rubber should be preferred unless the double would score at least 300 points.

Perhaps the most lucrative opportunity to double occurs when the second player bids "two" in a red suit over the dealer's "one no-trump" declaration, and the third player holds more than

protection in the declared red suit, such as a hand containing four or five trumps including two honours, and at least one outside trick. Here is the third player's great chance to double; the one for which he should be constantly on the lookout. It means that two good hands are pitted against one adversary, who has contracted to take eight of the thirteen tricks.

The double gives so much greater information than does a "two" no-trump call; it does not necessarily follow that the dealer will allow the double to stand. He may, on the contrary, bid "two no-trumps," being glad to learn that his partner holds a protection in the adversary's suit; but it allows him to choose between a heavy over-line score and an almost certain game.

The double of a black call is largely confined to the second player. His double of a "one-spade," "one-club" or, perhaps, a "two-spade" bid, is merely intended to show protection in the particular suit as well as no-trump assistance; and does not necessarily imply a desire that the double be allowed to stand.

When the fourth player doubles the dealer's black bid, the situation is somewhat different. He shows a willingness to play the hand at the doubled call and a good chance to defeat the contract; to be sure his object may be to frighten the adversary, and induce another declaration which he is more anxious to double.

It is a curious fact that players generally seem to imagine that a double places a partner in extreme trouble, and that they are forced to come to his rescue. My experience is that they usually augment the danger by a call which is impossible of fulfilment, and certain to be doubled. The time to take the partner out of a double is when the contract for tricks can be reduced, rather than increased.

When a player can escape a doubled "three-club" bid by a "two-hearts" call, he has at least contracted to win fewer tricks. When a "three-diamond" bid has been doubled, a "two no-trump" call may lessen the amount of loss; but it is wild, illogical reasoning which prompts an increase, rather than a decrease, of the contract. The partner should usually be allowed to decide this point. He can change it, if he choose; but he may be well satisfied with the double, and, perhaps, in a position to re-double.

When the partner has doubled an adverse bid, and when the player lends no assistance to the double, he should not hesitate to take his partner out of it; and this is particularly advisable when he can make a declaration at which the game may be won.

The general Auction laws do not limit the number of times that a declaration may be doubled and re-doubled; but this point is usually decided by previous agreement. The laws of Auction, as embodied for club play, limit the

doubling feature to one double and one redouble.

There are four particular situations which may warrant a double:

First.—When the adversary has obviously overbid his hand, and the doubler cannot win the game at any self-announced declaration.

Second.—When the adversary must win the game or rubber if his undoubled contract be fulfilled.

Third.—When the adversary cannot win game or rubber unless he wins more than the fulfilled and doubled contract.

Fourth.—With strength in the adversary's declared black suit; the double shows protection, not necessarily a desire to play to defeat the particular bid.

There are several situations which preclude a sound double:

First.—On the rubber game with a doubtful hand.

Second.—When the adversary's defeat is practically certain, and a double may warn him to make a less dangerous declaration.

Third.—On the first or second game when the fulfilled contract, because of the double, permits the adversaries to win game.

Fourth.—With a game hand; unless, perhaps, the adversary's contract can be largely defeated—by 200 or more points.

Fifth.—With the game, and rubber assured—unless a double would secure at least 300 points.

Successful doubling is undoubtedly the life of the game; it gains enough on one rubber to eliminate the loss of several; but success in doubling depends upon the ability or inability of the opponent to escape, upon the state of the score, upon whether or not the game can be won by the doubling side and upon the amount the double would gain. These decisions are, in turn, so contingent on careful and intelligent deduction, and the ability to gauge the value of the hand, that the subject lends itself to only general rules.

RULES FOR DOUBLING

First.—Do not double with a certainty when the adversary may escape.

Second.—Do not re-double with a certainty when the adversary may escape.

Third.—Never double, with a doubtful hand, when the increased value of the tricks might enable the adversary to win game or rubber.

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- Fourth.—Double when the adversaries must win game, if the undoubled contract be fulfilled, with any hand which offers more than an even chance for success.
- Fifth.—A heavy contract may be doubled with or without trump strength.
- Sixth.—Remember that a double locates high cards and trump strength, and may help the adversary to fulfil his contract.
- Seventh.—Do not double when you can win the rubber, unless the double would score 300 or more points.
- Eighth.—Do not double when you can win game, unless the double would score 200 or more points.
- Ninth.—Double a “one” trick black call to indicate strength in the suit.
- Tenth.—Do not be over-anxious to take your partner out of a double unless you can better the situation. Usually allow him to exercise his judgment.
- Eleventh.—In taking the partner out of a double be extremely cautious about increasing the contract.
- Twelfth.—Take the partner out of his double of an adverse bid, when you can lend him no assistance and when game may be won at another make.

THE PLAY OF THE OPPOSITION

The players pitted against the declarant should aim at two goals. The first to save game, the second to defeat the adverse contract.

The importance of saving the game needs no explanation; it naturally entails a knowledge of the score and of the ordinary Bridge methods; these methods are somewhat simplified by the dummy's bid, and influenced by the fact that the lead is always up to, and never through, the making hand.

Once the game is assured, the second goal, to defeat the contract, becomes of paramount importance, and should be approached by any available method. Single tricks are then of no proportionate value. A trick, worth a few points to the declarant, scores 50 points for the opponents, and a defeated contract means that the declarant cannot score a point toward game.

In this effort Auction again lends itself to strategic methods and lays claim to the highest scientific play.

THE OPENING LEAD

A lead from an ace-king suit is the best opening. This, or any ace lead from a long suit, affords a view of the dummy hand, the showing

of which, combined with the partner's "say," suggests the most profitable subsequent play. A singleton opening is also gainful in proportion, of course, as strength in the suit may have been indicated by the partner or suggested by an adversary. In the latter event, the lead entails some risk against declared trump strength and should be made subservient to any possible chance to annex a suit trick. A lead of the partner's declared suit is at all times a possible game saver, and, with a ten-ace suit, such as ace-queen or king-jack, offers a welcome alternative.

In responding to the partner's call, the best of three or fewer cards should be led, the highest of two or more cards in sequence, and the fourth best of four or more.

The opening lead at no-trumps is still more difficult of selection. The player must decide between his own suit and that of his partner; and the choice rests upon the length and strength of his suit combined with the existence of, or lack of, re-entry, and upon the significance of the partner's bid.

A player should lead his own suit:

First.—When his hand contains a sure re-entry card and his suit can be established by one lead.

Second.—When the partner's "one" red call has been over-bid and discontinued, and the leader lends no assistance to the particular red suit.

A player should lead his partner's indicated suit:

First.—On any "two" trick red, club or spade call.

Second.—Usually on a "one-club" bid. The call shows fair strength and a probable re-entry.

Third.—On any "one" trick call—provided the leader holds strength in his partner's declared suit, but with A J x or A ten x and, at times, with A x x, provided the declarant's bid has shown protection in that suit—it may pay to wait until the partner can lead through the declarant's hand.

When the partner has made no announcement, and a player has two suits of equal length and approximate strength, he should select to lead:

First.—A black suit, since the partner would have indicated great red strength, and may have been unable to show an established spade or a strong club suit.

Second.—Having announced one he should lead the other, since it is evident that the adver-

sary, who has made the no-trump bid, is protected in the suit declared.

At no-trump the long suit is not necessarily the best opening. When a ten-ace suit such as ace-queen, or ace-queen-knave, has been announced, it should often be avoided until the lead can be made through the declarant's hand.

With no strong suit and a dearth of re-entry, a short black opening is often profitable. In fact, when the partner has made no announcement, a black suit should always be preferred.

WHAT TO LEAD WHEN THE PARTNER HAS DOUBLED

When the partner has doubled a trump declaration, a trump lead is rarely advisable; for the reason that it is always up to the strength in the declarant's hand.

The best opening leads are an ace-king, a king-queen suit, a long suit headed by an ace, a singleton or a two-card suit. Failing these, a player should lead his long suit, or the one which his partner has declared.

When the partner has doubled the adversary's no-trump bid after the leader has shown his suit, he should open his own suit.

When the partner has doubled an adverse no-trump declaration after his show of a suit, the leader should open his partner's suit.

THE SPADE CONVENTION

The heart convention is not used at Auction. When a player holds sufficient heart strength to double an adverse no-trump call, he indicates it by a bid.

When the fourth player doubles an original no-trump declaration without any intervening bids, it is evident that he holds a suit which cannot be indicated on account of the size of the contract. Under these circumstances a no-trump double calls for a spade lead.

THE DISCARD

The discard at Auction is from weakness. It is not necessary to indicate strength by a discard; the various bids supply the needful information.

When the protection of a weaker suit forces a player to discard his long suit, it should be a card as high as the seven, to attract his partner's attention. Such a discard, followed by a lower one in the same suit, is an indication of strength in the suit.

When a player, after leading a suit, discards a high and then a lower card in another suit, it is an indication that he holds a re-entry card in the suit discarded.

INFERENCES

Auction is largely a game of inference. Naturally, most of those which help to perfect the play of a Bridge hand are equally serviceable at Auction; but the latter game supplies, by the bids, numberless additional hints as to the location of the high cards and suit strength.

At the present time, Auction Bridge is comparatively free from conventions other than an entirely logical show of strength. In fact, Auction does not so freely lend itself to rule and rote as do the older games of Bridge and Whist. So much depends upon the particular premises, and upon a knowledge of the individual temperament and methods of play, that it is impossible to formulate fixed rules.

Moreover, it is evident that a player should, at times, vary his system. It does not pay to always play a methodically calculated game; never to risk a possible loss for the sake of a possible gain; never to tempt an adversary to blunder. These are the strategic and amusing by-paths of Auction.

A good player should be credited with a reason for what he does. There is a motive behind his show of strength, which is to tempt an in-

crease of contract, to win game, or to save it by the sacrifice of a limited number of points.

The opening lead is constantly directed by the bid, and information, more or less definite, should be accumulated from each say. The players should perpetually be on the alert to grasp the significance of each bid, pass, and double. Careful deductions from these simplify both the after-bid and play.

INFERENCES FROM THE BIDS

The original "one-spade" bid denies a strong suit. The strength, if any, is of the scattered sort.

The dealer's "one-club" bid indicates strength in the club suit, and a hand which is of some assistance to a no-trump make. Otherwise the hand would have called for a "one-spade" bid.

A bid of "two spades," clubs, or diamonds shows strong help for a no-trumper.

A "two-diamond" bid shows greater strength than does a bid of "two clubs"; while a "two-club" bid usually implies greater strength than does a "two-spade" declaration.

Any declaration of no-trumps, after an adverse bid of "two," shows absolute protection in the suit named. Over a "one" trick bid (other than spade) such protection is probable.

The player who bids "three" red over a "two" no-trump call is either exceptionally strong or foolishly sanguine.

The second player's double of an original black bid is solely for the purpose of giving information. It does not imply a desire that the double should stand.

When the second player passes an opening declaration of "one spade," his hand is marked with no strong, long suit.

When a player passes, or bids spades originally, and subsequently makes a red declaration, he indicates length rather than strength in the red suit named.

When a player bids "two diamonds" over his partner's no-trump declaration, it is either a protective measure with a worthless hand or a safer chance to win game at the score.

When a player bids no-trump over his partner's heart declaration, the bid shows weakness in the heart suit and protection in the three remaining suits.

A player's refusal to support his partner's bid is an indication of weakness—a hand that is not worth two tricks. It may, however, mean that he is satisfied with the opponent's declaration.

A player's bid of "two diamonds" over his partner's "one heart" is a warning of weakness in the heart suit.

The poverty of a player's hand is clearly shown by his refusal to bid no-trump on his partner's "two-spade" or "two-club" invitation.

A bid of "two hearts" over the partner's "one no-trump" call is an indication of great

heart strength or shows an otherwise worthless hand.

A no-trump call over the partner's "one-spade" bid shows a strong and well-protected hand.

When both adversaries are bidding and the partner has passed, adverse strength is indicated and it is more or less dangerous to continue the bidding.

When all four players are either bidding or supporting a bid, it is an indication that the strength is divided.

BIDDING AND PLAYING TO THE SCORE

Bidding to the score at Auction is confined to the three valuable declarations, viz.: no-trumps, hearts, and diamonds. The black makes offer little or no chance, since if the game is within striking distance the adversary will over-bid a black call.

The diamond declaration at a score of 18 or more, or a heart declaration at 16 or over, is often a suggestion at the particular score, and for this purpose should be given preference over a doubtful no-trump bid.

When the adversary needs but one, or possibly two, tricks to win game, declarations are often made to the score, prompted by a desire that the opponent shall not obtain the contract too cheaply.

All of these bids should be distinguished from those made at less dangerous scores, and support should be more cautiously tendered.

It is at this time, however, that strategic and clever bidding, based on a knowledge of the possibilities of the two hands, reaps its highest reward. A player must know just how far to go in the bidding without getting himself in too deeply

and, if his effort is to save the game by a sacrifice of points, he must be able to reckon his probable loss with some degree of exactitude.

PLAYING TO THE SCORE

As soon as the dummy is exposed the declarant should estimate the worth of the combined hands and form a definite plan of campaign.

He should be familiar with the various bids, and able to deduce correct inferences as to the location of suit strength and high cards. He should know when, and when not, to finesse, dependent upon the number of tricks which are needful both to win game and to fulfil his contract.

The declarant's one and all-absorbing aim should be to win game. It is only when the game is impossible that his every effort should be directed toward fulfilling his contract. When the contract also is beyond his reach, he should endeavour to limit the penalty loss to the smallest possible amount.

The practice of endangering a contract by trying for extra tricks, when there is no chance for game, cannot be too harshly criticised. There are long odds against the risk of a heavy contract penalty for a small trick gain. It is also better to accept a small loss than to make a wild play for the contract which may double or treble the punishment.

There are a number of particular conditions which should direct the declarant's play; the most important of these is when the dealer's finesse stands to win rubber or lose the contract by a trick, according to its outcome; provided the finesse is an even chance, and the declaration has not been doubled, the player should strive to win rubber even at the risk of losing 50 points and the value of the contract. The total possible loss cannot exceed 74 points, as against a trick which may secure the rubber bonus of 250 points.

THREE-HANDED AUCTION

The three-handed game is an extremely amusing form of Auction Bridge. Many players prefer it to the regular game. Its defect lies in the fact that it is largely a gamble for good cards, which may or may not be in the concealed hand.

Each of the three players is pitted against each of the others. The player who cuts the lowest card is the dealer; the player cutting the next lower card sits at the dealer's left, and the third player at the dealer's right. The cards are dealt in the usual manner; but the dummy hand remains untouched until the final declaration has been made.

The dealer makes the first declaration, and the bidding advances as at Auction Bridge, except that the players facing each other are not partners. Each declaration is a personal bid.

The player who obtains the final call, plays his hand and that of the dummy against the other two players, who, for that particular hand, become partners.

When a player happens to be sitting opposite the final declarant, he must move into the vacant seat and play a partnership game against the declarant during that hand.

The dummy hand is not exposed until a lead has been made.

The game is 30 points, and a rubber consists of four games; but when two games have been won by the same player, no others are played.

When the declarant fulfils his contract, he scores as at Auction Bridge; but, should he fail, he loses to each adversary.

The game score is identical with Auction; but each honour is credited to the player who holds it.

A player holding	one	spade	honour scores	2 points.
" " "	two	"	honours	" 4 "
" " "	three	"	"	" 6 "
" " "	four	"	"	" 16 "
" " "	five	"	"	" 20 "

The club, heart, and diamond honours are similarly scored at their increased values.

At no-trump a player scores 10 points for each ace and 100 points for all four aces.

One hundred points are scored by each player for each game won, and the winner of the rubber adds 250 points to his score.

At the conclusion of the rubber the total scores obtained by each player are added separately, and each player wins from, or loses to, each other player the difference between his score and that of each other player.

ILLUSTRATIVE HAND No. 1

A CLEVER BID TO FORCE AN ADVERSARY UP

DEALER		SECOND PLAYER	THIRD PLAYER	FOURTH PLAYER
♥ A 10 8	♣ K Q J 9	♥ J 9	♥ K Q 5	♥ 7 6 4 3 2
♣ Q 10 9	♦ A 6 5	♣ A 3 2	♣ 10 8 6 4	♣ 7 5
♦ 9 8 6	♠ A K Q J 7	♦ A 6 5	♦ K J 7 2	♦ 8 4 3
		♠ A K Q J 7	♠ 3 2	♠ 10 5 4
1st Round	"One No-Trump"	"Two Hearts"	"Two No-Trumps"	"No"
2nd Round	"No"	"Double"	"No"	"No"
3rd Round	"No"			

Score: Dealer 24 to 0—First game.

The second player leads and the dealer loses his contract by two tricks.

NOTES ON ILLUSTRATIVE
HAND No. 1

The second player, after hearing the dealer's "one no-trump" bid, is in a peculiar position. He has the choice of passing, of bidding "two no-trumps," or of doubling. He is, of course, certain of seven tricks. A double might frighten the opponent into a declaration of "two hearts" or even "two diamonds." He can pass and remain content to win the odd trick and 50 points.

The second player argues, however, that, at the score, the adversary will probably make an effort to win game, and that the call of a suit in which the opponent surely holds the ace would give the adversary sufficient confidence to increase his bid; that it is extremely unlikely that he will be left with a heart declaration and, should it be doubled, he could change to a "two no-trump" bid.

The third player having the heart suit twice stopped, as well as some outside assistance, bids "two no-trumps" which the second player doubles, thus scoring 200 points for the defeated contract.

ILLUSTRATIVE HAND No. 2
BIDDING "TWO HEARTS" OVER THE PARTNER'S NO-
TRUMP DECLARATION

DEALER		SECOND PLAYER	THIRD PLAYER	FOURTH PLAYER
♥ A Q ♣ Q 10 3 ♦ A K 4 ♠ Q J 8 5 4		♥ 4 3 2 ♣ A J 5 ♦ J 5 2 ♠ 10 9 7 6	♥ K J 10 8 6 ♣ 6 4 ♦ Q 10 9 7 3 ♠ 2	♥ 9 7 5 ♣ K 9 8 7 2 ♦ 8 6 ♠ A K 3
	1st Round	"One No-Trump"	"Two Hearts"	"No"
	2nd Round	"No"	"No"	

SCORE: Dealer 0 to 16—Rubber game.
The fourth player leads, and the third player wins four odd tricks and game.

NOTES ON ILLUSTRATIVE
HAND No. 2

This hand illustrates the advisability of over-calling the partner with strong hearts and weak black suits.

The question of an over-bid of the partner's "one no-trump" call arises more particularly with heart than with diamond possibilities. At no-trump the dealer loses the odd trick; the second player opens with the 10 of spades, the fourth player wins the trick and leads a club. At a heart declaration, the third player scores game.

ILLUSTRATIVE HAND No. 3

A NO-TRUMPER WHICH WON GAME BECAUSE OF THE DECLARANT'S POSITION

DEALER		SECOND PLAYER	THIRD PLAYER	FOURTH PLAYER
♥ A J 10 7 3 2	♥ 5	♥ A K Q 8 5	♥ Q 8 4	♥ K 9 6
♣ 6 2	♣ A K Q 8 5	♣ A K Q 8 5	♣ 9 4 3	♣ J 10 7
♦ A 4 3	♦ K 10 7	♦ K 10 7	♦ Q 8 6 5	♦ J 9 2
♠ 9 4	♠ A J 10 8	♠ A J 10 8	♠ Q 3 2	♠ K 7 6 5
1st Round	"One Heart"	"Two Clubs"	"No"	"One No-Trump"
2nd Round	"No"	"No"	"Two Hearts"	"No"
3rd Round	"No"	"Two No-Trump"	"No"	"No"
4th Round	"No"			

SCORE: 0 to 0—First game.
The dealer leads and the fourth player wins ten tricks.

NOTES ON ILLUSTRATIVE
HAND No. 3

The second player frequently holds an otherwise strong no-trump hand lacking protection in the suit which the opponent has bid. If the hand is particularly strong, the second player should declare no-trump, provided he can lose four, five, or even six tricks in a suit and still fulfil his contract. On the other hand, if there be a likelihood that two suits are against him, he should invite his partner to declare no-trump by a bid of "two" in a strong black suit.

A point which demands considerable thought is that a no-trump declaration frequently depends for success on the position of the declarant. Two strong hands may be defeated by the opening lead. For this reason a hand containing but one guarded king may be a no-trumper—provided the partner has the balance of suit strength—and the declarant can win or surely stop the opponent's lead.

If the second player make the no-trump bid this hand shows a loss of the odd trick, and ten tricks and game if the declaration be made by the fourth player.

ILLUSTRATIVE HAND No. 4
BIDDING "FOUR HEARTS" OVER FOUR DIAMONDS

DEALER		SECOND PLAYER	THIRD PLAYER	FOURTH PLAYER
♥ Q J 10 8 6 ♣ K J 8 7 6 ♦ 5 ♠ 8 6		♥ 7 ♣ 10 9 5 ♦ A K Q 10 6 ♠ Q J 10 5	♥ A K 9 2 ♣ A Q 4 3 ♦ 8 4 ♠ 9 3 2	♥ 5 4 3 ♣ 2 ♦ J 9 7 3 2 ♠ A K 7 4
1st Round	"One Heart"	"Two Diamonds"	"Two Hearts"	"Three Diamonds"
2nd Round	"No"	"No"	"Three Hearts"	"Four Diamonds"
3rd Round	"No"	"No"	"Four Hearts"	"No"
4th Round	"No"	"No"		

Score: Dealer 0 to 8—First game.
The second player leads and the dealer wins four odd tricks and game.

NOTES ON ILLUSTRATIVE
HAND No. 4

The dealer's "one-heart" bid is thoroughly sound. His hand is worth six tricks and is very much stronger at a heart than at a no-trump call, for which reason clubs are not mentioned.

The second player's "two-diamond" bid is sound. With this trump his hand is worth seven tricks.

With four tricks the third player naturally increases his partner's bid to "two hearts."

With a possible four tricks at a diamond declaration, the fourth player announces "three diamonds"; the dealer must allow his partner to continue the bidding and the "three hearts," "four diamonds," and "four hearts" come in their natural order.

Had the third player not increased the contract to "four hearts" the opponents would have won the game at diamonds; and it is a curious fact that a "six" trick or a "little slam" diamond bid would have saved 26 points and the game; it would have lost the contract by but one trick but scored honours, and thus netted a loss of but 46 points instead of 72 points and game.

This hand illustrates a situation of frequent occurrence at Auction, where one side holds the heart suit and the other the diamonds, and shows the importance of bidding an extra heart trick when the adversaries have bid four diamonds over a sound three-heart call.

ILLUSTRATIVE HAND No. 5

A STRATEGIC DOUBLE TO SAVE GAME

DEALER	SECOND PLAYER	THIRD PLAYER	FOURTH PLAYER
♥ 9 5 ♣ 7 4 ♦ Q 7 6 2 ♠ 9 8 7 5 2	♥ 2 ♣ J 10 8 5 ♦ A K 10 8 3 ♠ A Q 3	♥ K 10 8 7 4 ♣ A K Q 9 6 ♦ J 9 ♠ 4	♥ A Q J 6 3 ♣ 3 2 ♦ 5 4 ♠ K J 10 6
1st Round	"One Spade"	"Two Clubs"	"Two Hearts"
2nd Round	"No"	"Double"	"Three Hearts"
3rd Round	"No"	"No"	

SCORE: Dealer 0 to 18--Rubber game.

The dealer leads and the fourth player loses his contract by two tricks.

NOTES ON ILLUSTRATIVE
HAND No. 5

The dealer has no bid other than "one spade."

The second player's announcement is to the score. The diamond declaration being safer than a no-trump call.

The third player's "two-club" call is thoroughly sound, and, in view of the dealer's "one spade" opening, much safer than a heart bid.

The fourth player, because of weakness in the diamond suit, must bid a heart.

On the second round, the second player's "two no-trump" call is an excellent bid. He holds protection in the club suit and his partner has indicated heart strength.

An interesting situation confronts the third player; the loss of the rubber is almost certain, since the adversary's no-trump bid shows protection in the club suit.

The dealer's pass and the adversaries' bids show the third player that his partner has a practically worthless hand. His one and only chance to save the situation is to double and, by so doing, lead the fourth player to believe that he holds the entire club suit and tempt him to make an increased heart declaration.

The fourth player quite naturally bids "three hearts," upon which the third player passes, fearing that a double would induce a change to the no-trump declaration.

ILLUSTRATIVE HAND No. 6

THE FOURTH PLAYER'S BID TO DIRECT A LEAD

DEALER		SECOND PLAYER	THIRD PLAYER	FOURTH PLAYER
 8 7	 K 8 7	 10 9 4	 K 6 5	 A Q J 3 2
 K 8 7	 A Q J 10 3	 5 2	 9 6 4	
 A K Q	 4 3 2	 J 10 9 7 5	 8 6	
 A K Q 7 2	 8 4	 J 10 6	 9 5 3	
1st Round	"One No-Trump"	"No"	"No"	"Two Hearts"
2nd Round	"No"	"No"	"No"	

Score: 0 to 0—First game.
The dealer leads and the fourth player fulfils his contract.

NOTES ON ILLUSTRATIVE
HAND No. 6

The fourth player is frequently compelled to over-bid his hand in order to indicate his suit; and very often this indication of a desired lead is the one and only chance to save the game. In this hand the heart bid obliges the adversary to discontinue the no-trump call.

Had the fourth player not indicated heart suit, the leader would have opened a club, and the dealer would have won eleven tricks and game. As it is the heart declaration is allowed to stand and the contract is fulfilled.

ILLUSTRATIVE HAND No. 7

NOT DOUBLING WITH A CERTAINTY

DEALER		SECOND PLAYER	THIRD PLAYER	FOURTH PLAYER
♥ A 10 8 7 3 ♣ A K J ♦ K 9 7 3 ♠ 6		♥ 9 6 ♣ 10 6 ♦ A 8 ♠ A K Q J 9 4 2	♥ K Q 2 ♣ 9 8 7 3 ♦ Q J 10 6 ♠ 10 8	♥ J 5 4 ♣ Q 5 4 2 ♦ 5 4 3 ♠ 7 5 3
1st Round	"One No-Trump"	"No"	"No"	"No"
2nd Round				

Score: Dealer 0 to 12—First game.
The second player leads and the dealer loses his contract by two tricks.

NOTES ON ILLUSTRATIVE
HAND No. 7

The dealer's no-trump call is questionable. On account of the spade weakness, "one heart" is a sounder bid. The second player holds eight certain tricks and is sure to defeat the no-trump call; on the other hand, he is weak in hearts and diamonds and a double would warn the opponent to change to a two-red call. Therefore, the second player must pass.

ILLUSTRATIVE HAND No. 8
DOUBLING NOT BIDDING "TWO" NO-TRUMPS

DEALER		SECOND PLAYER	THIRD PLAYER	FOURTH PLAYER
♥ 8 5 4 ♣ A Q 3 2 ♦ A 3 ♠ A K J 3		♥ K J 9 6 3 ♣ 7 5 ♦ Q 8 7 4 ♠ 10 6	♥ A Q 10 7 ♣ 10 6 4 ♦ K J 9 6 ♠ 4 2	♥ 2 ♣ K J 9 8 ♦ 10 5 2 ♠ Q 9 8 7 5
1st Round	"One No-Trump"	"Two Hearts"	"Double"	"No"
2nd Round	"No"	"No"		

Score: 0 to 0—First game.
The third player leads and the second player loses twelve tricks or 700 points.

NOTES ON ILLUSTRATIVE
HAND No. 8

When the dealer starts with a no-trump declaration and the adversary makes the mistake of calling “two” red with a weak hand, the third player has a golden opportunity to double. It is true that a “two no-trump” call would win game, but 700 points discounts the loss of the rubber and the player has an equal chance to win game on the following deal.

ILLUSTRATIVE HAND No. 9

FORCING AN ADVERSARY UP

DEALER		SECOND PLAYER	THIRD PLAYER	FOURTH PLAYER
♠ J 10 9 8 ♣ A Q J 6 5 ♦ K 5 ♠ K 4	1st Round	♠ A K Q ♣ 3 2 ♦ A 10 4 ♠ A 10 9 6 5	♠ 7 6 5 ♣ K 7 ♦ Q J 9 8 6 ♠ J 7 3	♠ 4 3 2 ♣ 10 9 8 4 ♦ 7 3 2 ♠ Q 8 2
	2nd Round	"No"	"Double"	"No"
	3rd Round	"Two No-Trumps"	"Double"	"No"

Score: Dealer 18 to 12—First game.

The second player leads and the dealer loses the odd trick and 200 points.

NOTES ON ILLUSTRATIVE
HAND No. 9

The dealer's no-trump bid places the second player in a puzzling predicament; at the score an odd no-trump trick means game for the dealer. If he be induced to increase his contract the game may be saved. Because of the second player's high-card heart strength a "two-heart" call would be apt to discourage a "two no-trump" bid; he, therefore, selects the diamond declaration.

As the "two-diamond" call has been doubled, the second player resorts to a "two-heart" declaration. If that in turn be doubled he can further change to a "two no-trump" bid.

The second player's double of the dealer's "two no-trump" call is sound. He holds five sure tricks which must at least restrict the dealer to his contract, and if the dealer fulfil his contract he must win game.

ILLUSTRATIVE HAND No. 10
TAKING THE PARTNER OUT OF A DOUBLE

DEALER		SECOND PLAYER	THIRD PLAYER	FOURTH PLAYER
♥ — ♣ A Q 10 9 8 6 ♦ 3 2 ♠ A Q J 9 5	1st Round	♥ 6 3 ♣ 7 5 4 2 ♦ A 10 9 8 6 ♠ K 4	♥ A K 8 4 ♣ K J 3 ♦ K 4 ♠ 10 8 7 6	♥ Q J 10 9 7 5 2 ♣ — ♦ Q J 7 5 ♠ 3 2
	“Two Spades”	“One Diamond”	“One No-Trump”	“Two Hearts”
	“Four Clubs”	“Pass”	“Two No-Trumps”	“Three Hearts”
	“Pass”	“Pass”	“Double”	“Pass”
4th Round	“Three No-Trumps”	“Pass”	“Pass”	“Pass”

SCORE: Dealer 0 to 0—Rubber game.
The fourth player leads and the third player wins four odd tricks and game.

NOTES ON ILLUSTRATIVE
HAND No. 10

Many players hesitate to take the partner out of a double of an adverse bid. This hand is given to illustrate the conditions which render the play advisable. They are shown in the dealer's decision on the fourth round. His hand is probably worth two tricks, but the facts that he is void in hearts and weak in diamonds, and that his partner's strength is in a precarious position, lead him to fear that the double may lose the game and rubber while, with his great support in the black suit, an increased no-trump declaration may win game. Therefore, the "three no-trump" bid is sound. Had the double been allowed to stand, the fourth player would have fulfilled the "three-heart" contract and won the rubber.

THE LAWS OF THE GAME

The basis of the American laws on Auction Bridge is the rules formed by a joint committee of the Portland and Bath Clubs of London. The changes which have been made in the American code are unimportant; the principal one being a lessened penalty for the revoke. This penalty has been reduced from 150 points for each revoke to 150 for the first and 100 points for each subsequent revoke.

As the game of Auction is comparatively new, the laws in themselves are not as complete as they should be but undoubtedly, from time to time, this condition will be improved as it was in the older games of Whist and Bridge.

There are two rules which should be incorporated in the Auction Bridge laws. One to require a new deal in case any card is exposed during the deal. It should not be optional but compulsory. The tremendous bidding advantage which the knowledge of the position of a card may give seems too great a penalty for the dealer's accidental exposure of a card. And this rule might be further simplified by not allowing players to look at their cards until the deal is complete.

The laws also do not specify the penalty to be enforced when a player leads before his partner has bid, nor when a lead is made before the opponent has had a chance to bid. Law 67 is probably intended to cover this situation but, if so, the penalty is all out of proportion to the offence committed. The call of a lead or the debarment of the offending player's partner from further participation in the bidding would be adequate punishment.

Again, Law 53 should clearly state that a player has the right to hear the previous bids, provided the final declaration has not been agreed upon. It is stated by inference, but it should not be merely implied. It is obvious that a player should have this right, since a slight disturbance or noise may cause him to lose his partner's or an adversary's declaration.

There are several other rulings which should be more clearly defined, but no doubt time will supply these shortcomings of the present Auction laws.

THE LAWS OF AUCTION BRIDGE

THE RUBBER

1. The partners first winning two games win the rubber. If the first two games decide the rubber, the third is not played.

SCORING

2. A game consists of 30 points obtained by tricks alone, exclusive of any points counted for honours, chicane, slam, little slam, bonus or under-tricks.

3. Every deal is played out, and any points in excess of the 30 necessary for the game are counted.

4. When the declarant wins the number of tricks bid, each one above six counts toward the game; 2 points when spades are trumps, 4 at clubs, 6 at diamonds, 8 at hearts, and 12 at no-trump.

5. Honours are ace, king, queen, knave, and ten of the trump suit; or the aces when no-trump is declared.

6. Honours are credited in the honour column to the original holders, being valued as follows:

TABLE OF TRICK AND HONOUR VALUES

DECLARATION	♠	♣	♦	♥	NO TRUMP
3 Honours	4	8	12	16	30
4 "	8	16	24	32	40
4 " in one Hand	16	32	48	64	100
4 " " " " less Chicane ...	12	24	36	48	
4 " " " " plus Chicane ...	20	40	60	80	
4 " " " " 5th in Partner's	18	36	54	72	
4 " " " " { 5th in Partner's } { less Chicane }	14	28	42	56	
5 "	10	20	30	40	
5 " in one Hand	20	40	60	80	
5 " " " " less Chicane ...	16	32	48	64	
5 " " " " plus Chicane ..	24	48	72	96	
Little Slam	20	20	20	20	20
Grand Slam	40	40	40	40	40
Chicane	4	8	12	16	
Double Chicane	8	16	24	32	

7. A grand slam is made when seven tricks are scored independently of tricks taken as penalty for the revoke; it adds 40 points to the honour count.

8. Little slam is made when six tricks are similarly scored; it adds 20 points to the honour count.

9. Chicane (one hand void of trumps) is equal in value to simple honours, *i. e.*, if the partners, one of whom has chicane, score honours, it adds the value of three honours to their honour score; if the adversaries score honours it deducts that value from their honour count.

Double chicane (both hands void of trumps) is equal in value to four honours, and that amount must be deducted from the honour score of the adversaries.

10. The value of honours, slam, little slam, or chicane is not affected by a double or a redouble.

11. At the conclusion of a rubber, the trick and honour scores of each side are added; and an extra 250 points are given to the winners. The difference between the completed scores is the number of points of the rubber.

12. A proven error in the honour score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proven error in the trick score may be corrected prior to the conclusion of the game in which it occurred. Such game shall not be considered concluded until a declaration has been made in the following game, or, if it be the final game of the rubber, until the score has been made up and agreed upon.

CUTTING

14. In cutting, the ace is the lowest card; as between cards of otherwise equal value, the lowest is the heart, next the diamond, next the club, and highest the spade.

15. Every player must cut from the same pack.

16. Should a player expose more than one card, the highest is his cut.

FORMING TABLES

17. The prior right to play is with those first in the room. If there be more than four candidates, the privilege of playing is decided by cutting. The four who cut the lowest cards play the first rubber.

18. After the table is formed the players cut to decide upon partners, the lower two playing against the higher two. The lowest is the dealer who has the choice of cards and seats, and who, having made his selection, must abide by it.

19. Six players constitute a complete table.

20. The right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

CUTTING OUT

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or players having played the greatest number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers—the highest are out.

RIGHTS OF ENTRY

22. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, for the purpose either of beginning a new rubber or of cutting out.

23. In the formation of new tables, those candidates who have not played at any other table have the prior right of entry. Those who have already played decide their right to admission by cutting.

24. When one or more players belonging to another table aid in making up a new one, the new players at such table shall be the first to go out.

25. A player who cuts into one table, while belonging to another, shall forfeit his prior right of re-entry into the latter, unless he has helped to form a new table. In this event he may signify his intention of returning to his original table when his place at the new one can be filled.

26. Should any player quit the table during the progress of a rubber, he may, with the consent of the other three, appoint a substitute to play during his absence; but such appointment shall become void at the conclusion of that rubber and shall not in any way affect the substitute's rights.

27. If any one break up a table, the remaining players have a prior right at other tables.

SHUFFLING

28. The pack must not be shuffled below the table nor so that the face of any card may be seen.

29. The dealer's partner must collect the cards from the preceding deal and has the first right to shuffle the cards. Each player has the right to subsequently shuffle. The dealer has the right to shuffle last; but, should a card or cards be seen during the shuffling, or while giving the pack to be cut, he must re-shuffle.

30. After shuffling, the cards, properly collected, must be placed face downward to the left of the next dealer.

THE DEAL

31. Each player deals in his turn; the order of dealing is to the left.

32. The player on the dealer's right cuts the pack, and in dividing it he must leave not fewer than four cards in each packet; if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

33. When the player whose duty it is to cut has once separated the pack, he can neither

re-shuffle nor re-cut, except as provided in Law 32.

34. Should the dealer shuffle the cards after the cut, the pack must be re-cut.

35. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt.

36. There is no penalty for a misdeal. The cards must be re-dealt.

A NEW DEAL

37. There must be a new deal:

- A. If the cards be not dealt into four packets, one at a time and in regular rotation, beginning at the dealer's left.
- B. If, during a deal or during the play, the pack be proven incorrect or imperfect.
- C. If any card be faced in the pack.
- D. If any player have dealt to him a greater number of cards than thirteen, whether discovered before or during the play.
- E. If the dealer deal two cards at once and then deal a third before correcting the error.
- F. If the dealer omit to have the pack cut and either adversary calls attention to the fact prior to the completion of the deal, and before either adversary has looked at any of his cards.
- G. If the last card does not come in its regular order to the dealer.

38. There may be a new deal:

- A. If the dealer or his partner expose a card before the deal has been completed. Either adversary may claim a new deal.
- B. If either adversary expose a card before the deal has been completed. The dealer or his partner may claim a new deal.
- C. If before fifty-one cards are dealt, the dealer look at any card, his adversaries have the right to see it and either may exact a new deal.
- D. If, in dealing, one of the last cards be exposed by the dealer or his partner and the deal be completed before there is reasonable time for either adversary to decide as to a new deal. In all other cases such penalties must be claimed prior to the completion of the deal.

39. The claim for a new deal by reason of a card exposed during the deal may not be made by a player who has looked at any of his cards. If the deal stand, a card so exposed cannot be called.

40. Should three players have their right number of cards, the fourth, less than thirteen, and not discover such deficiency until he has played, the deal stands; he, not being dummy, is answerable for any established revoke he may have made as if the missing card or cards had been in his hand. Any player may search the other pack for it or them.

41. If, during the play, a pack be proven incorrect or imperfect, such proof renders the current deal void but does not affect any prior score. (See Law 37b.) If, during or at the conclusion of the play, one player be found to hold more than the proper number of cards and another have an equal number less, the hand is void.

42. A player dealing out of turn or with the adversaries' cards, may be corrected before the last card is dealt; otherwise the deal must stand and the game proceed as if the deal had been correct.

43. A player can neither cut, shuffle nor deal for his partner without the permission of his adversaries.

DECLARING TRUMPS

44. The dealer, having examined his hand, must declare to win at least one odd trick, either with a trump suit or at no-trumps.

45. After the dealer has made his declaration, each player in turn, commencing with the player on the dealer's left, has the right to pass, to make a higher declaration, to double the last declaration made, or to re-double a declaration which has been doubled, subject to the provisions of Law 55.

46. A declaration of a greater number of tricks in a suit of lower value, which equals the

last declaration in value of points, shall be considered a higher declaration, *e. g.*, a declaration of "two spades" is a higher declaration than "one club," and "two diamonds" is higher than "one no-trump."

47. A player in his turn may over-bid the previous declaration any number of times, and he may also over-bid his partner, but he cannot over-bid his own declaration which has been passed by the other three players.

48. When the final declaration has been made—*i. e.*, when the last declaration has been passed by the other three players—the player who has made such declaration (or, in the case where both partners have made declarations in the same suit or of "no-trumps," the player who first made such declaration) shall play the combined hands of himself and of his partner, the latter becoming dummy.

49. When the player of the two hands (hereinafter termed the "declarant") wins at least as many tricks as he declared to do, he scores the full value of the tricks won (see Laws 4 and 6). When he fails, his adversaries score in the honour column 50 points for each under-trick, *i. e.*, each trick short of the number declared; or, if the declaration have been doubled or redoubled, 100 or 200, respectively, for each such trick, neither the declarer nor his adversaries score anything toward the game.

50. The loss on the declaration of "one

spade" shall be limited to 100 points in respect of under-tricks, whether doubled or not, unless re-doubled.

51. If a player make a declaration (other than passing) out of turn, the adversary on his left may demand a new deal or may allow the declaration so made to stand, when the bidding shall continue as if the declaration had been in order.

52. If a player, in bidding, fail to declare a sufficient number of tricks to over-bid the previous declaration, he shall be considered to have declared the requisite number of tricks in the bid which he has made, unless either of his adversaries make a higher declaration, double, or pass the insufficient declaration. When the insufficient declaration is corrected to the requisite number of tricks in the bid, or, if the correction be impossible, the partner of the declarant shall be debarred from making any further declaration, unless either of his adversaries make a higher declaration or double.

53. After the final declaration has been made, a player is not entitled to give his partner any information as to a previous declaration, whether made by himself or by an adversary, but a player is entitled to inquire, at any time during the play of the hand, what was the final declaration.

DOUBLING AND RE-DOUBLING

54. The effect of doubling and re-doubling is that the value of each trick over six is doubled or quadrupled, as provided in Law 4; but it does not alter the value of a declaration, *e. g.*, a declaration of "two diamonds" is higher than "one no-trump" although the no-trump declaration has been doubled.

55. A player cannot double his partner's declaration nor re-double his partner's double, but he may re-double a declaration of his partner which has been doubled by an adversary.

56. The act of doubling, or re-doubling, re-opens the bidding. When a declaration has been doubled or re-doubled, any player, including the declarant or his partner, can, in his proper turn, make a further declaration of higher value.

57. When a player, whose declaration has been doubled, makes good his declaration by winning at least the declared number of tricks, he scores a bonus which consists of 50 points in the honour column for winning the number of tricks declared and a further 50 points for each additional trick he may win. If he or his partner have re-doubled, the bonus is doubled.

58. If a player double out of turn, the adversary at his left may demand a new deal.

59. When the final declaration has been made the play shall begin, and the player on the left of the declarer shall lead.

60. A declaration once made cannot be altered, unless it has been doubled or a higher declaration made.

D U M M Y

61. As soon as the eldest hand has led, the declarant's partner shall place his cards face upward on the table, and the duty of playing the cards from that hand shall devolve upon the declarant.

62. Before placing his cards upon the table the declarant's partner has all the rights of a player, but after so doing takes no part whatever in the play except that he has the right:

- A. To ask the declarant whether he has any of a suit which he may have renounced;
- B. To call the declarant's attention to the fact that too many or too few cards have been played to a trick;
- C. To correct the claim of either adversary to a penalty to which he is not entitled;
- D. To call attention to the fact that a trick has been erroneously taken by either side;
- E. To participate in the discussion of any disputed question of fact after it has arisen between the declarant and either adversary;
- F. To correct an erroneous score.

63. Should the declarant's partner call attention to any other incident of the play in consequence of which any penalty might have been exacted, the declarant is precluded from exacting such penalty.

64. If the declarant's partner, by touching a card or otherwise, suggest the play of a card from dummy, either adversary may, without consultation, call upon the declarant to play or not to play the card suggested.

65. Dummy is not liable to the penalty for a revoke; if he revoke and the error be not discovered until the trick is turned and quitted, the trick must stand.

66. A card from the declarant's own hand is not played until actually quitted; but should he name or touch a card in the dummy, such card is considered as played unless he, in touching the card, say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which one to play.

CARDS EXPOSED BEFORE PLAY

67. If, after the cards have been dealt, and before the trump declaration has been finally determined, any player expose a card from his hand, either adversary may demand a new deal. If the deal be allowed to stand, the exposed card may be picked up, and cannot be called.

68. If, after the final declaration has been

accepted and before a card is led, the partner of the player who has to lead to the first trick expose a card from his hand, the declarant may, instead of calling the card, require the leader not to open that suit.

CARDS EXPOSED DURING PLAY

69. All cards exposed after the original lead are liable to be called, and such cards must be left face upward on the table.

70. The following are exposed cards:

First.—Two or more cards played at once.

Second.—Any card dropped with its face upward on the table, even though snatched up so quickly that it cannot be named.

Third.—Any card so held by a player that his partner sees any portion of its face.

Fourth.—Any card mentioned by either adversary as being held by him or his partner.

71. A card dropped on the floor or elsewhere below the table, or so held that an adversary but not the partner sees it, is not an exposed card.

72. If two or more cards be played at once by either of the declarant's adversaries, the declarant shall have the right to call any one of such cards to the current trick, and the other card or cards exposed.

73. If, without waiting for his partner to play, either of the declarant's adversaries play on the table the best card or lead one which is a winning card, as against the declarant and dummy, and continue (without waiting for his partner to play) to lead several such cards, the declarant may demand that the partner of the player in fault win, if he can, the first or any other of these tricks, and the other cards thus improperly played are exposed cards.

74. If either or both of the declarant's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either adversary retain his hand he cannot be forced to abandon it. Cards exposed by the declarant are not liable to be called. If the declarant say, "I have the rest," or any other words indicating that the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. His adversaries are not liable to have any of their cards called should they thereupon expose them.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 82, 88, and 95) fail to play as directed, or if, when called on to lead one suit he lead another, having in his hand one or more cards of the suit demanded (Laws 76 and 96), or if, called upon to win or lose a trick, he fail to do so when he can (Laws 73, 82, and 95), he

is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

LEADS OUT OF TURN

76. If either of the declarant's adversaries lead out of turn, the declarant may either treat the card so led as an exposed card, or may call a suit as soon as it is the turn of either adversary to lead.

77. If the declarant lead out of turn, either from his own hand or from dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

78. If any player lead out of turn and the other three follow, the trick is complete and the error cannot be rectified; but if only the second, or second and third play to the false lead, their cards may be taken back; there is no penalty against any except the original offender, who, if he be one of the declarant's adversaries, may be penalised as provided in Law 76.

79. A player cannot be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated until such card has been played.

81. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR

82. Should the fourth hand, not being dummy or declarant, play before the second, the latter may be called upon to play his highest or lowest card of the suit played or to win or lose the trick.

83. If any one, not being dummy, omit playing to a trick and such error be not corrected until he has played to the next, the adversaries or either of them may claim a new deal; should they decide that the deal is to stand, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

84. If any one, except dummy, play two or more cards to the same trick and the mistake be not corrected, he is answerable for any consequent revokes he may have made. If during the play the error be detected, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card or cards may be examined and the card or cards restored to the original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

THE REVOKE

85. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke if the trick in which it occurs be turned and quitted (*i. e.*, the hand removed from the trick after it has been turned face downward on the table); or if either the revoking player or his partner, whether in turn or otherwise, lead or play to the following trick.

86. The penalty for each established revoke shall be:

- A. When the declarant revokes, his adversaries add 150 points to their score in the honour column in addition to any penalty which he may have incurred for not making good his declaration.
- B. If either of the adversaries revoke, the declarant may either add 150 points to his score in the honour column or may take three tricks from his opponents and add them to his own. Such tricks may assist the declarant to make good his contract, but shall not entitle him to score any bonus in the honour column, in the case of the declaration having been doubled or re-doubled.
- C. When more than one revoke is made during the play of the hand, the penalty for each revoke after the first shall be 100 points in the honour column.

A revoking side cannot score, except honours and chicane.

87. A player may ask his partner if he have a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke; and the error may be corrected unless the question be answered in the negative, or unless the revoking player or his partner has led or played to the following trick.

88. If a player correct his mistake in time to save a revoke, any player who has followed him may withdraw his card and substitute another, and the cards so withdrawn are not liable to be called. If the player in fault be one of the declarant's adversaries, the card played in error is exposed, and the declarant may call it whenever he pleases or he may require the offender to play his highest or lowest card of the suit to the trick.

89. If the player in fault be the declarant, the eldest hand may require him to play the highest or lowest card of the suit in which he has renounced, provided both of the adversaries have played to the current trick; but this penalty cannot be exacted from the declarant when he is fourth in hand, nor can it ever be enforced from dummy.

90. At the end of a hand the claimants of a revoke may search all the tricks. If the cards

have been mixed, the claim may be urged and if possible proven; but no proof is necessary and the claim is established if, after it has been made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

91. A revoke must be claimed before the cards have been cut for the following deal.

92. Should both sides revoke, the only score permitted shall be for honours or chicane. If one side revoke more than once, the penalty of 100 points for each extra revoke shall then be scored by the other side.

GENERAL RULES

93. There must not be any consultation between partners as to the enforcement of penalties. If they do so consult, the penalty is paid.

94. Once a trick is complete, turned and quitted, it must not be looked at (except under Law 84) until the end of the hand.

95. Any player during the play of a trick or after the four cards are played, and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

96. If either of the declarant's adversaries, prior to his partner's playing, call attention to the trick, either by saying it is his, or by naming his card or drawing it toward him without

being requested so to do, the declarant may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

97. Either of the declarant's adversaries may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play of a hand, he make any unauthorised reference to any incident of the play, or to any bid previously made, the declarant may call a suit from the adversary whose turn it is next to lead.

98. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded none can be enforced.

99. Where the declarant or his partner has incurred a penalty, one of his adversaries may say, "Partner, will you exact the penalty or shall I?" but whether this is said or not, if either adversary name the penalty, his decision is final.

NEW CARDS

100. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards be demanded, two packs must be furnished. If they be produced during a rubber, the adversaries shall have the choice of the

new cards. If it be the beginning of a new rubber, the dealer, whether he or one of his adversaries be the party calling for the new cards, shall have the choice. New cards must be called for before the pack is cut for a new deal.

101. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BY - S T A N D E R S

102. While a by-stander, by agreement among the players, may decide any question, he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.

THE LAWS OF THREE-HANDED AUCTION BRIDGE

The laws are the same as those of Auction Bridge, except as varied by the following:

1. The game is played by three players, all against all; the table being complete with four players.

2. The player who cuts the lowest card has the first deal; the player cutting the next lowest card sits on the dealer's left, and the remaining player on the dealer's right. The cards are dealt as at Auction Bridge, but the cards dealt to dummy are not taken up until after the final declaration has been made. If, whilst dealing, a card be exposed, there must be a new deal.

3. The dealer makes his declaration, and the bidding continues as at Auction Bridge, except that the players sitting opposite each other are not partners, and their declarations are on their own account. There shall be no new deal on account of a player making a declaration out of turn, but the player so offending shall forfeit 50 points to each of the players; the right to declare remaining with the player whose turn it was to make a declaration. The player mak-

ing the final declaration (*i. e.*, the declaration that has been passed by the other two players) plays his own hand and that of dummy against the other two players, who then, and for that particular hand, become partners. If one of the players happen to be sitting opposite the declarant, he must move into the vacant seat at the table, thereby facing the player who becomes his partner for that hand.

4. If, after the deal has been completed and before a card is led, any player expose a card from his hand, he shall forfeit 100 points to each of the other players; and the declarant—if he be not the offender—may call upon the eldest hand not to lead from the suit of the exposed card. If he does not exercise this right, the card must be left on the table as an exposed card. If the card be exposed by the declarant after the final declaration has been made, there is no penalty.

5. If a player double out of turn, he forfeits 100 points to each of his adversaries, and the player whose declaration has been so doubled shall have the right to say whether or not the double shall stand. The bidding is then resumed; but if the double has been disallowed, the said declaration cannot be doubled by the player on the right of the offender.

6. The rubber consists of four games; but when two games have been won by the same player, the other or others are not played.

7. When the declarant makes good his declaration, he scores as at Auction Bridge; when he fails to do so, he loses to each of his adversaries.

8. The scoring is the same as at Auction Bridge, except with regard to honours, which are scored by each player severally, *i. e.*, each player who has one honour in spades scores 2; each player having two honours in spades scores 4; a player holding three honours in spades scores 6; a player holding four honours in spades scores 16; and a player holding five honours in spades scores 20, and similarly for the other suits. In a no-trump declaration, aces count 10 each; and if all four be held by one player, 100.

9. One hundred points are scored by each player for every game he wins, and the winner of the rubber adds a further 250 points to his score.

10. At the conclusion of the rubber, the total scores obtained by each player are added up separately, and each player wins from, or loses to, each other player the difference between his score and that of the said other player.

ETIQUETTE OF AUCTION BRIDGE

A code is compiled for the purpose of succinctly stating laws and for fixing penalties for an offence. To offend against a rule of etiquette is far more serious than to offend against a law; for, while in the latter case the offender is subject to the prescribed penalties, in the former his adversaries have no redress except, perhaps, a refusal to continue the play.

1. Declarations should be made in a simple manner, thus: "one heart," "one no-trump," "no," "no more," or "I pass," or "I double."

2. Aside from his legitimate declarations, a player should not give any indication by look, word, or gesture as to the nature of his hand or as to his pleasure or displeasure at a play, a bid, or a double. Therefore, mannerisms cannot be too carefully avoided.

3. Cultivate uniformity; let there be no remarkable haste or hesitation in bidding or passing; try always to use the same formula of words, and do not call attention to the score after the cards have been dealt.

4. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

5. No player, other than the declarant, should lead until the preceding trick is turned and quitted, nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

6. A player should not play a card with such emphasis as to draw attention to it, nor should he detach one card from his hand and subsequently play another.

7. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

8. Players should avoid discussion and refrain from talking during the play, as it may be annoying to players at the table or to those at other tables in the room.

9. The dummy should not leave his seat for the purpose of watching his partner's play; neither should he call attention to the score nor to any card or cards that he or the other players hold, nor to any bid previously made.

10. If the declarant say, "I have the rest," or any words indicating the remaining tricks are his, and one or both of the other players should expose his or their cards, or request the declarant to play out the hand, he should not allow any information so obtained to influence his play nor take any finesse not announced by him at the time of making such claim, unless it had been previously proven to be a winner.

11. It is often difficult to refrain from showing pleasure at the accomplishment of a desired purpose, but undue elation is most aggravating to the adversaries.

12. Do not make a dig at the adversaries by confiding to your partner that your success was due to an ill-judged play of the opponent.

13. It is not good form to complain of poor cards, as you imply that the adversaries profit by your weak hands and not by their skill.

14. The better players rarely criticise unless asked to do so; it is usually the inexperienced player who offers an astonishing amount of gratuitous and unsought-for advice.

15. Do not tell your partner, after seeing all the cards, what he should have done, but think what you would have done in your partner's place. Do not criticise at all, but if you must, criticise fairly.

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